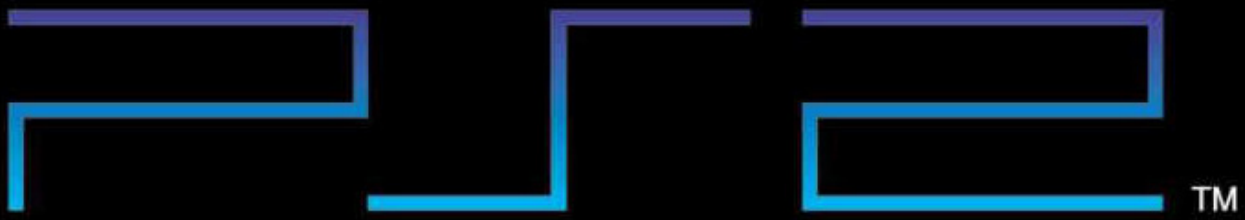

THE PlayStation®2 Encyclopedia

vol.6
T–Z

copy/paste:
DaddaRuleKonge
2018

DaddaRuleKonge

This is not a finished product, but a work-in-progress. I will release a new revision after I'm done with a letter (A, B, C, etc.). I have tried to make each revision of the PDF as complete as possible.

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

10min Gameplay

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

https://www.youtube.com/user/RetronyashJr/

Taiko no Tatsujin

Taiko no Tatsujin, literally translating to English as Taiko Master, is a series of rhythm games created by Namco. In the games, players simulate playing a Taiko drum in time with music. The series has released games for the arcade and for console and mobile platforms including PS2, Advanced Pico Beena, PSP, Nintendo DS, Wii, 3DS, Wii U, PSVita, PS4, Nintendo Switch, iOS, Android and Japanese Feature phones.

While the series is mainly designed for use within Japan, there are also specially localized releases for other regions, including English-, Chinese- and Korean-language versions.

The main objective of Taiko no Tatsujin games is to hit a simulated Taiko drum following a chosen piece of music, corresponding to notes scrolling from the right. A song is cleared when the spirit gauge is filled past the target by playing accurately enough.

Arcade releases are equipped with simulated Taiko, which can register hits when played with drum sticks (bachi).
Console versions mainly uses buttons to play, while certain devices can support additional methods of input.
Dedicated peripherals simulating real drums can be purchased additionally for PS2 which was also included for the North American PS2 version.

The variety of notes in the game consists mainly of red and blue markers. The red don (ドン) note requires a hit on the face of the drum, and the blue ka (カッ) note requires a hit on the rim.
Other notes require quick consecutive hits on the drum. Types of such notes includes the yellow bar, the balloon note and the Kusudama ball (or the yam on some releases).

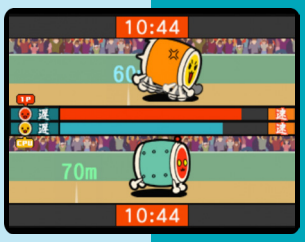
Unlike other rhythm games such as Guitar Hero, the drum is an addition to the songs and does not limit an instrument being played whenever the notes are not hit, nor does it simulate an off-key sound when missed as the game allows players to freely hit the drum wherever they want, so long as it isn't close to a note that could result in a penalty.

Taiko no Tatsujin frequently hosts collaboration campaigns with other video game franchises and companies. Collaboration efforts include porting signature songs into Taiko no Tatsujin games, sometimes with special dancers and background designs. In return Taiko no Tatsujin elements are shown as guest appearances in other media.

Consumer Taiko no Tatsujin games generally receive favourable reviews from critics. Most published console and handheld releases receive Famitsu Review Scores of over 30, out of a total of 40. Taiko: Drum Master attained a 77-point Metacritic score from 35 reviews.

Taiko no Tatsujin: Tatakon de Dodon ga Don

7.8



Developer	Namco
Publisher	Namco
Release date	(jp) October 24, 2002
Genre	Music
Mode	1-2 Players

Taiko no Tatsujin: Tatacon de Dodon ga Don is the first home release in the series. Using the special Tatacon taiko drum, or the controller, players must drum along with the rhythm of 30 different tracks, including J-pop, anime, and Namco game music. The game includes the original Arcade Mode for one or two players, plus a free mode, a survival mode, and a selection of minigames.

J

Taiko no Tatsujin: DOKI! Shinkyoku Darake no Haru Matsuri

7.9

Developer	Namco
Publisher	Namco
Release date	(jp) March 27, 2003
Genre	Music
Mode	1-2 Players

This is the follow up to Tatacon de Dodon ga Don. Basically the same as its prequel, this version does nothing more than put in a whole lot of new songs, with minor tweaks to the features of the previous game.

While using the same modes from the first title, this title has a full-fledged Minigame Mode, featuring 3 side activities instead of a single one.

J

Taiko no Tatsujin: Appare Sandaime

7.8

Developer	Namco
Publisher	Namco
Release date	(as) October 28, 2003
Genre	Music
Mode	1-2 Players

As usual, players must tap along with the rhythm of various songs in taiko drum style. The usual Arcade, Free, and Survival modes return along with more strange mini-games. This release includes a total of 39 different songs, including J-pop, classical, and remixed game music.

"Kyou wa Taiko-youbi" is the main theme song

"mobygames.com"

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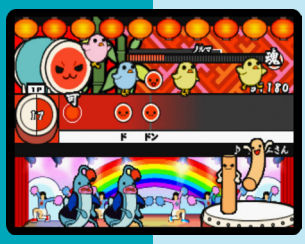

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Taiko no Tatsujin: Waku Waku Anime Matsuri

Developer	Namco
Publisher	Namco
Release date	(jp) December 18, 2003
Genre	Music
Mode	1-2 Players

This particular entry is devoted entirely to anime theme songs, including themes from shows like Doraemon, One Piece, Inuyasha, and Sailor Moon.

As usual, players must tap along with the rhythm of various songs in taiko drum style. There are a total of 19 tracks, and the usual Arcade, Free, and Survival modes return.

Taiko no Tatsujin: Atsumare! Matsuri da!! Yondaime

8.6

Developer	Namco
Publisher	Namco
Release date	(jp) July 22, 2004
Genre	Music
Mode	1-2 Players

A total of 40 songs is featured in this release. The game modes have been changed around compared with the previous release; Arcade and Survival have been removed, leaving only the Free mode, the mini-games, and a new Battle mode for up to eight players. However, completing songs in Free mode now earns points that can be used to purchase additional songs and other items.

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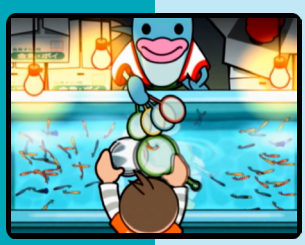

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Taiko no Tatsujin: Go! Go! Godaime

Developer	Namco
Publisher	Namco
Release date	(jp) December 7, 2004
Genre	Music
Mode	1-2 Players

Go! Go! Godaime feature a total of 45 songs. This release carries over the mode changes from the previous release; Free mode is the main mode, where one or two players can play and earn points towards unlockables, and there is also the Battle mode for up to eight players and the usual mini-games.

"mobygames.com"

Taiko Drum Master

7.7

J N

Developer	Namco
Publisher	Namco
Release date	(us) October 26, 2004
Genre	Music
Mode	1-2 Players

Taiko: Drum Master, also known as Taiko no Tatsujin: Taiko Drum Master, was notable for being the only Taiko no Tatsujin title to release in North America, until the releases of Taiko no Tatsujin: Drum 'n' Fun! and Taiko no Tatsujin: Drum Session! in 2018. The songs featured in Taiko: Drum Master were all in English and mostly taken from various Western artists, even in the Japanese release. The game came bundled with the TaTaCon drum controller.

The game comes with a varied set of tunes: from pop hits like Material Girl and ABC to music from other Namco games such as Katamari Damacy and Dragon Spirit and even television theme songs. In addition, there are also several mini-games included on the disc that use the TaTaCon for more esoteric purposes, such as watermelon eating and wolf-stacking.

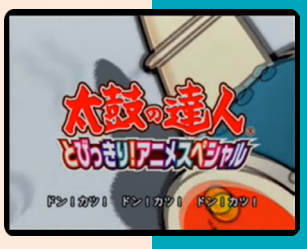
The Japanese release is mostly the same, including keeping the game completely in English, but switches out a few of the tracks (particularly the TV show themes) for songs recognizable to Japanese audiences, such as We Will Rock You, I'm A Slave 4 U, and I Was Born To Love You.

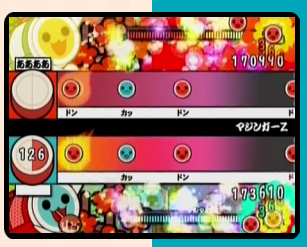
The game received "generally favorable reviews" according to Metacritic.

"mobygames.com"

Taiko no Tatsujin: Tobikkiri! Anime Special

7.6





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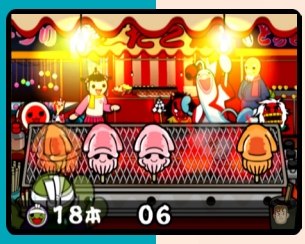
Developer	Namco
Publisher	Namco
Release date	(as) August 2, 2005
Genre	Music
Mode	1-2 Players

Taiko no Tatsujin: Tobikkiri! Anime Special is the second anime song compilation after Taiko no Tatsujin: Waku Waku Anime Matsuri.

Unique to this compilation is that most Namco Original songs debut in this game are sang by anime song artists: Ichiro Mizuki, Mitsuko Horie and Hironobu Kageyama, who are commonly known for performs anime songs.

6.6

Taiko no Tatsujin: Wai Wai Happy! Rokudaime



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Developer	Namco
Publisher	Namco
Release date	(as) December 6, 2005
Genre	Music
Mode	1-2 Players

Wai Wai Happy! Rokudaime is the ninth release in the Taiko no Tatsujin series on PS2. The game include a total of 48 songs. Free mode is the main mode, where one or two players can play and earn points towards unlockables, and there is also a Battle mode for up to eight players and the usual mini-games.

"mobygames.com"

Taiko no Tatsujin: Doka! to Oomori Nanadaime

8.2

J

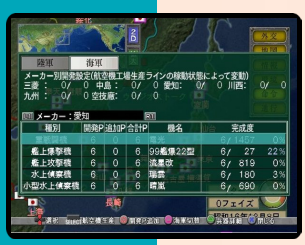
Developer	Namco
Publisher	Namco
Release date	(as) December 5, 2006
Genre	Music
Mode	1-2 Players

The final PS2 Taiko game, released is one of the most successful versions of the game on this console, not least because of its expansive song list and song choice.

The gameplay remains largely the same aside from the Reverse mode. The game also include the Waku Waku Bouken Land, which features ten sets of increasingly difficult challenges.

7.7

Taiheiyou no Arashi: Senkan Yamato, Akatsuki ni Shutsugekisu



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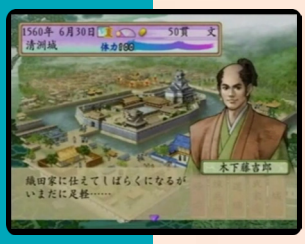
Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) January 31, 2008
Genre	Simulation
Mode	1 Player

"Pacific Storm 5" is a turn-based simulation game set in the Pacific War. It was originally released on Windows and later ported to PS2, PS3 and DS.

The game feature military scenarios from both the Japanese and American side, such as the "Battle of Iwo Jima". The game include a large number of scenarios and around 370 different weapons to use.

Taikou Risshiden IV

8.2

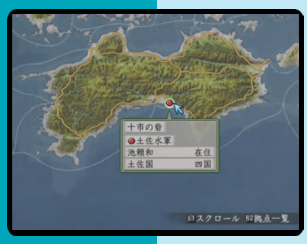


Developer	Koei, Inis
Publisher	Koei
Release date	(jp) November 29, 2001
Genre	Strategy, Simulation
Mode	1 Player

Taikō Risshiden IV is part of the Japanese turn-based sandbox role-playing games series Taikō Risshiden. The first title of the series was released on NEC PC-9801 in 1992 followed by ports to Super Famicom and Genesis/Mega Drive.

The name of the game roughly means “the Taikō’s success story”. The characters are taken from the Momoyama period in Japan. A character is selected from the choices of a samurai, a ninja or a merchant. Each game has a different presentation, but they retain a set of key gameplay elements. The player’s character starts at entry level for their career. To progress with the story, the player is expected to complete different tasks in order to build their protagonist’s rank and prestige.

Taikou Risshiden V



Developer	Koei
Publisher	Koei
Release date	(jp) August 26, 2004
Genre	Strategy, Simulation
Mode	1 Player

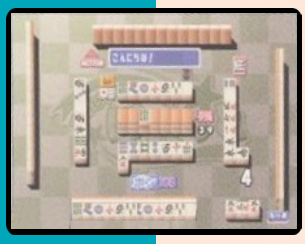
8.1

This is the fifth game in the series. Players their player-character as a samurai, a ninja or a merchant, and the new roles that include a blademaster, a pirate, a doctor, a tea master, and a blacksmith.

The game follows the card system used in Taikō Risshiden IV, with new profession added. Non-combat characters include foreign missionaries, monks, and wives of the military lords. There are four overseas bases where pirates and merchants can travel to: Naha (Ryukyu, now part of Japan), Busan (Korea), Ningbo (Ming China), and Luzon (in the Philippines).

The military commander graphics were changed from the manga style of version III and IV to a graphic novel, or gekiga style, adopted from the format employed in a title named Nobunaga’s Ambition.

Taikyoku Mahjong: Net de Ron!



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Developer	Arika
Publisher	Arika
Release date	(jp) December 20, 2001
Genre	Board
Mode	1 Player

Taikyoku Mahjong: Net de Ron! (対局麻雀 ネットでロン!) include several different game modes. The game also include a story mode. It also feature character design by Sadaji Koike.

Taisen Hot Gimmick: Cosplay-Jan

5.2

Developer	Psikyo
Publisher	X-Nauts
Release date	(jp) April 29, 2004
Genre	Board
Mode	1 Player

This is part of a arcade mahjong series and the first Taisen Hot Gimmick game to hit consoles (outside of the Capcom crossover Taisen Net Gimmick). Players face off in mahjong against a set of girls. The game feature an 1P Story Mode and Jong-fight Mode. Players can also use different techniques with the help of the support character, Jongken.

J

Taisen Hot Gimmick: Axes-Jong

6.0

J

Developer	Psikyo
Publisher	X-Nauts
Release date	(jp) April 28, 2005
Genre	Board
Mode	1 Player

Taisen Hot Gimmick: AXES-JONG is the indirect sequel to Taisen Hot Gimmick Cosplay. Players face off in mahjong against a set of girls. Points that players earn as they play can be traded in for items that can be used to alter the match. Axes Jong features artwork by Mine Yoshizaki and Jun Tsukasa, with a character artwork gallery unlocked by beating a girl.

Idols featured in this game inclue Mine Yoshizaki (Keroro Gunsou), well-known Ayanami-scribbler and Scrapped Princess character designer Mogudan, Ugetsu Hakua, Zen Yasumori, Tsukasa Jun himself, and several others.

Taisen(1) Shogi

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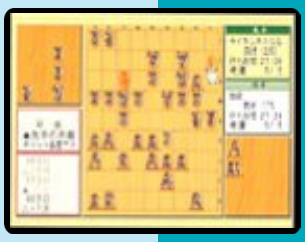


Developer	Mycom
Publisher	Mycom
Release date	(jp) March 25, 2004
Genre	Board
Mode	1-2 Players

Taisen(1) Shogi ("TAISEN (1) 将棋") is a shogi game, published by Mycom, which was released in Japan in 2004. The game feature the usual shogi game modes that is featured in these games.

J

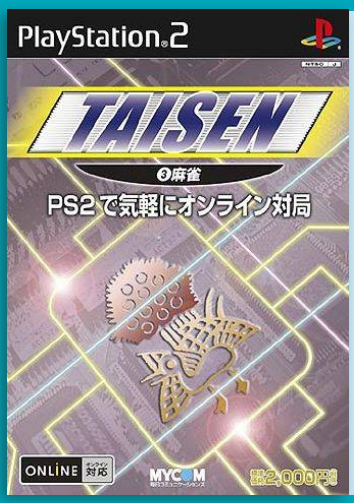
6.7

J

Taisen(2) Igo

Developer	Mycom
Publisher	Mycom
Release date	(jp) March 25, 2004
Genre	Board
Mode	1-2 Players

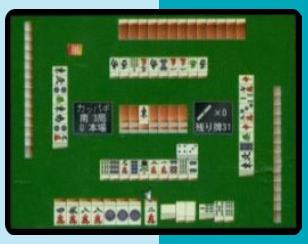
Taisen(2) Igo is a go game which featured an online mode. Players could upload their score on the "TAISEN" website. The game feature the Morita engine.



Taisen(3) Mahjong

Developer	Mycom
Publisher	Mycom
Release date	(jp) March 25, 2004
Genre	Board
Mode	1 Player

Taisen(3) Mahjong is a mahjong game- Like the other games in the series, players could play against other players online and upload their score online. The game feature the Morita engine.



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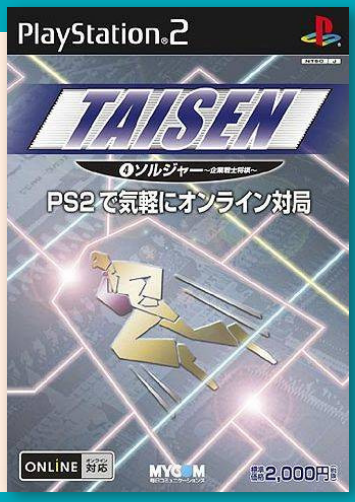
Taisen(4) Soldier

Developer	Mycom
Publisher	Mycom
Release date	(jp) March 25, 2004
Genre	Board
Mode	1 Player

Taisen(4) Soldier is a shogi game which featured an online mode. Like the Mahjong game, players could upload their score. This game also feature the Morita engine.



Taito Legends

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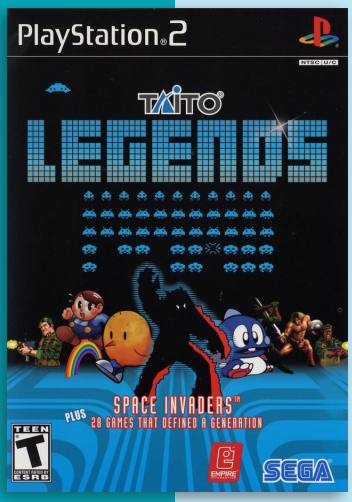


Korean Release

Developer	Empire Oxford
Publisher	Empire Interactive, (us) Sega, (ko) Taito
Release date	(eu) October 14, 2005
Genre	Compilation
Mode	1-2 Players

Taito Legends is a compilation of 29 arcade games released for the PS2, Xbox, and Windows. The games were originally developed by Taito Corporation. The European release was published by Empire Interactive, who had licensed the games from Taito and developed the compilation. Although they did not get official credit for it in the American versions, Sega published the North American and South American releases.

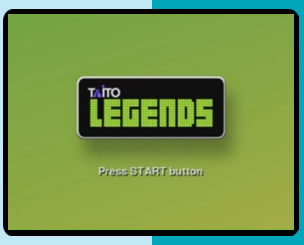
Extra features include interviews with some of the game designers, original sales flyers, and arcade cabinet art.

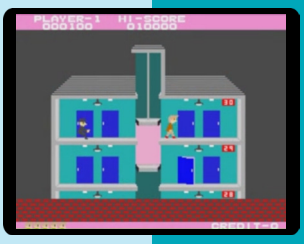
While the Western Taito Legends consists of 29 arcade games, the Japanese Taito Memories includes only 25 arcade games per volume, omitting Jungle Hunt, Colony 7, The Electric Yo-Yo, Zoo Keeper and Tube It.

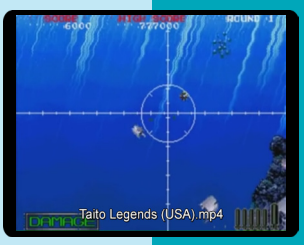
Titles included in the Western and Japanese releases of the collection;

- Space Invaders
- Deluxe Space Invaders
- Phoenix
- Colony 7
- The Electric Yo-Yo
- Jungle Hunt
- Zoo Keeper
- Elevator Action
- Great Swordsman
- Return of the Invaders
- Bubble Bobble
- Gladiator
- Tokio
- Exzisus
- Operation Wolf
- Plump Pop
- Rastan
- Rainbow Islands
- Super Qix
- Operation Thunderbolt
- The New Zealand Story
- Battle Shark
- Continental Circus
- Plotting
- Volfied
- The Ninja Kids
- Space Gun
- ThunderFox
- Tube It

Taito Legends received slightly positive reviews. IGN praised the collection for a superb presentation, as well as the large amount of bonus material, but criticized some titles in the collection as *"worthless filler"*. Other criticisms are the lack of online leaderboards, the omission of Arkanoid and Chase H.Q., the lack of light gun support for Operation Wolf, Operation Thunderbolt, and Space Gun, the lack of control configuration, and for the controls being "flipped", making it potentially uncomfortable and unnatural to many.

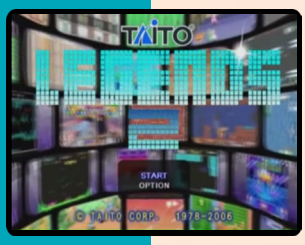


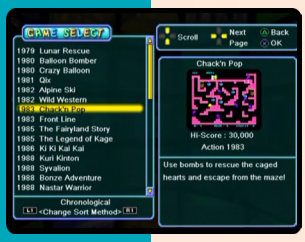




Taito Legends 2

6.7





Developer	Empire Oxford
Publisher	Empire Interactive, (us) Destineer
Release date	(eu) March 31, 2006
Genre	Compilation
Mode	1-2 Players

Taito Legends 2 is a follow-up collection of Taito arcade games for Xbox, PS2 and Windows. As the former collection, it has been derived from the Japan exclusive Taito Memories series.

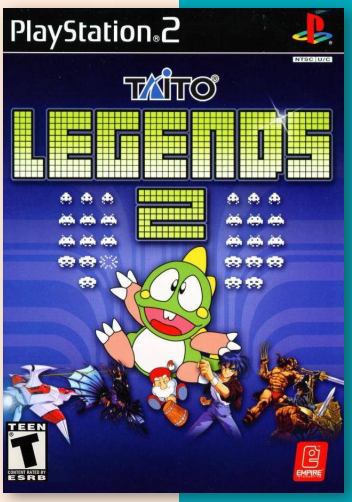
The PlayStation 2 version uses the same layout and engine as the Taito Memories series, while the Xbox & PC versions uses the layout and engine of Taito Legends, with additional content on some games.

Controversially, eight of the 43 games - Balloon Bomber, Bubble Symphony, Cadash, RayForce, RayStorm, G-Darius, Pop'n Pop, and Syvalion - were split across the platforms due to porting issues, requiring players to buy more than one version to get every game available.

Titles included in the Western and Japanese releases of the PS2 collection;

Lunar Rescue
Balloon Bomber
Crazy Balloon
Qix
Alpine Ski
Front Line
Wild Western
Chack'n Pop
The Legend of Kage
The Fairyland Story
KiKi KaiKai
Bonze Adventure
Kuri Kinton
Nastar Warrior
Raimais
Syvalion
Cameltry
Don Doko Don
Insector X
Violence Fight
Football Champ
Football Champ
Growl
Gun Frontier
Liquid Kids
Super Space Invaders '91
Metal Black
Arabian
Grid Seeker: Project Storm Hammer
Darius Gaiden
Dungeon Magic
Space Invaders DX
Elevator Action Returns
Gekirindan
Puzzle Bobble 2
Space Invaders '95
Cleopatra Fortune
RayStorm
G-Darius
Puchi Carat

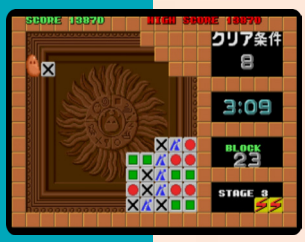
Taito Legends 2 received mixed reviews. Major criticisms include the large amount of obscure and *"filler"* titles, all of which are from the Japanese Taito Memories collections in which they are little known in the U.S., (with GameSpot quoting, *"There's really nothing legendary about most of the old arcade games found in Taito Legends 2"*.).



N P

Taito Memories Joukan

8.7



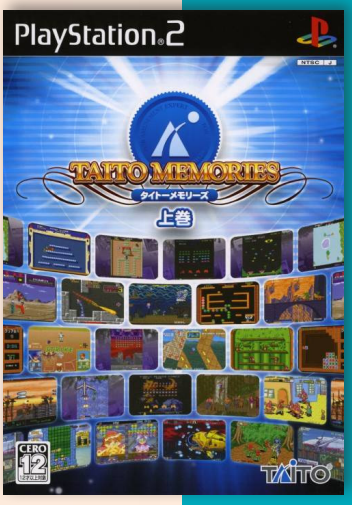
J

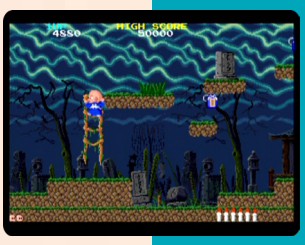
Developer	Taito
Publisher	Taito
Release date	(jp) July 28, 2005
Genre	Compilation
Mode	1-2 Players

This is the first in the Taito Memories series. Taito Legends is the North America and European release with many titles from the Taito Memories series added into several Taito Legends compilations, alongside much of its user-interface being re-used.

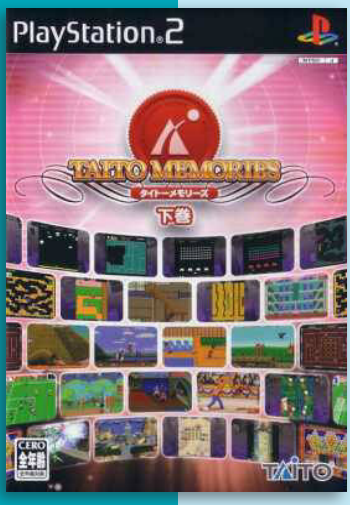
The first entry, Taito Memories Jōkan, was released on July 28, 2005. It would be re-released under two different budget labels - first under the Taito BEST label on July 7, 2006 and the second under Eternal Hits on June 28, 2007.

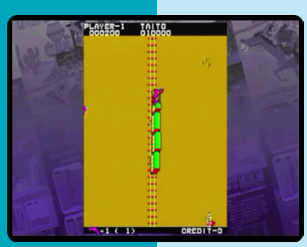
Among the included titles, KiKi KaiKai, Bubble Bobble, Syvalion, Cameltry and Metal Black are locked, and can be accessed by inserting a code in the title screen - the reprints of the game would have these games available from the start.





Taito Memories Gekan





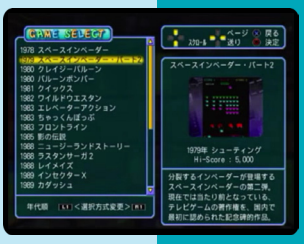
Developer	Taito
Publisher	Taito
Release date	(jp) August 25, 2005
Genre	Compilation
Mode	1-2 Players

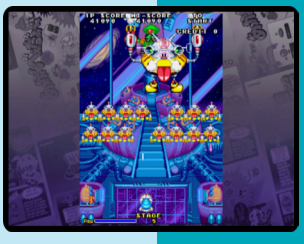
The second entry, Taito Memories Gekan, was released on August 25, 2005. It would be re-released under two different budget labels - first under the Taito BEST label on July 9, 2006 and the second under Eternal Hits on June 28, 2007.

The game consists of 25 of Taito's arcade games from the 80s and early 90s. Among the included titles, Qix, Elevator Action, Front Line, The New-Zealand Story and Gun Frontier are locked, and can be accessed by inserting a code in the title screen - the reprints of the game would have these games available from the start.

The ports of both RayStorm and G-Darius are instead the PlayStation versions instead of the arcade releases.

8.2





J

Taito Memories II Joukan

8.5

Developer	Taito
Publisher	Taito
Release date	(jp) January 25, 2007
Genre	Compilation
Mode	1-2 Players

This compilation saw its release on January 25, 2007. Taito Memories II: Joukan consists of 25 of Taito's arcade games from the 80s and early 90s. Among the included titles, Asuka & Asuka, Bubble Memories: The Story Of Bubble Bobble III, Exzisus, Grand Champion, Operation Thunderbolt, Rainbow Islands: The Story of Bubble Bobble 2, RayForce, Scramble Formations, Space Gun, Super Qix and The Ninja Kids.

J

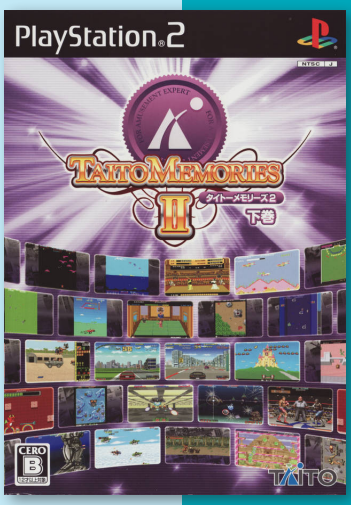
Taito Memories II Gekan

7.4

J

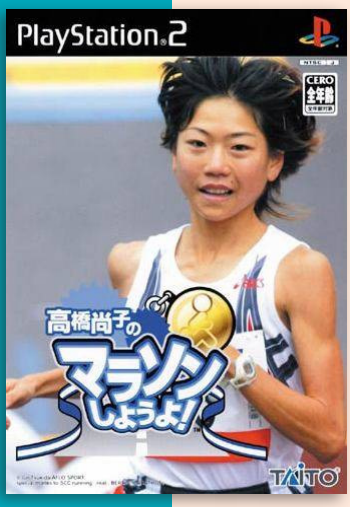
Developer	Taito
Publisher	Taito
Release date	(jp) March 29, 2007
Genre	Compilation
Mode	1-2 Players

This is the final compilation, released in Japan on March 29, 2007. Taito Memories II: Gekan consists of 25 of Taito's arcade games from the 80s and early 90s. Among the included titles, Chase H.Q., Great Swordsman, Gyrodine, Land Sea Air Squad, Mega Blast, Metal Soldier Isaac II, Phoenix, Plump Pop, Polaris, Rainbow Islands Extra, Sea Fighter Poseidon, Thunder Fox, Volfied and Warrior Blade: Rastan Saga Episode III.



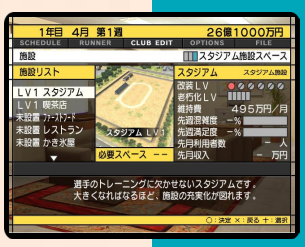
Takahashi Naoko no Marathon Shiyouyo!

7.1



Developer	Taito
Publisher	Taito
Release date	(jp) November 13, 2003
Genre	Sports
Mode	1 Player

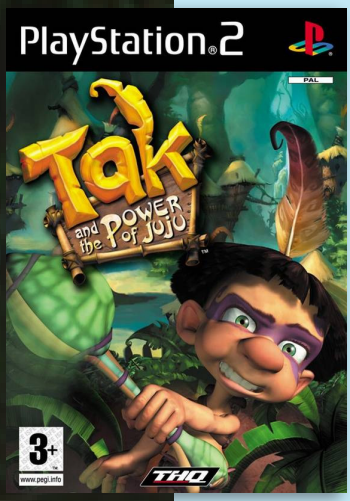
This is a marathon running game featuring the Japanese olympic gold medal winner Naoko Takahashi. The goal of the game is to train the athletes in the players sports club to become professional marathon runners. Players can set 3 different goals, include championship in the Olympics, achievement of world record and become the best world class club team.



J

Tak and the Power of Juju

6.8



Developer	Avalanche Software
Publisher	THQ
Release date	(us) October 15, 2003
Genre	Action-platformer
Mode	1 Player

Tak and the Power of Juju is an action-adventure platformer released for the GameCube, PS2 and Game Boy Advance.

The game is a tale of good vs. evil set in an ancient, tribal world where magic (Juju) is present. Tak, a shaman's apprentice and unlikely hero, sets off on an action-filled journey to save his village from an evil Juju Man.

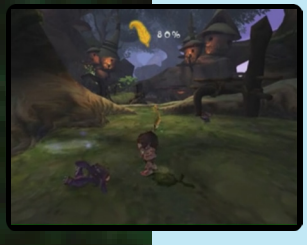
The gameplay mostly consists of obstacles, puzzles and is a colorful platformer. Like most action/adventure games, the player can jump and attack. The player has a health-meter represented by the feather on Tak's head. One unique feature is the ability to interact with and get past obstacles with the help of animals.

Orangutans: Bend trees, then release them. If the player is standing on a specific leaf, they will be sent flying. This is usually to cross large gaps and chasms.
Rhinos: Can be guided to smash obstacles, usually walls, while being ridden by the player.
Monkeys: If attacked in some way, they will throw a coconut at whatever is nearest to them.
Emus: Controllable when ridden with a larger jump distance than Tak.
Sheep: Can be placed on treadmills to activate primitive contraptions such as doors and simple lifts.

When the player receives the Spirit Rattle, they gain access to the use of "Juju Powers" which are acquired by collecting tokens scattered around the environment. The game heavily features collecting various other items.

One of the game's developers said that the gameplay was based on Sly Cooper, the level design on the Jak trilogy, and the humor of Ratchet and Clank which are all PlayStation exclusive franchises.

The PlayStation 2 version of Tak and the Power of Juju received mixed reviews. Play Magazine rated the game 83%, stating *"Tak is one of the most detailed platformers I've ever seen, and possesses a measure of style that sets the universe apart"*.



Tak 2: The Staff of Dreams

7.1

Developer	Avalanche Software
Publisher	THQ
Release date	(us) October 11, 2004
Genre	Action-platformer
Mode	1-2 Players

Tak, hero from the previous game has been randomly falling into deep sleeps. During this time, he travels to a "Dream World", where he is told that he must rescue a princess, or else he will fall into a sleep from which he will never awaken from. Tak and Jibolba, Tak's mentor, travel to visit Jibolba's brother, JB, who is an expert in dreams.

Tak 2 is fairly different from Tak and the Power of Juju. While it is still a 3D platform game, it is more focused on puzzles and combat as opposed to collecting items. In earlier stages, Tak must use animals to his advantage as he makes his way through levels - for example, a bear can be used as a trampoline, Tak can ride warthogs after being sprayed by skunks to mask his scent, and more. Jibolba is along for the ride, but has transformed into a flea for easy transport. As a result, players can throw him at enemies to bite them and make them sleepy.

N P

Tak: The Great Juju Challenge

7.4

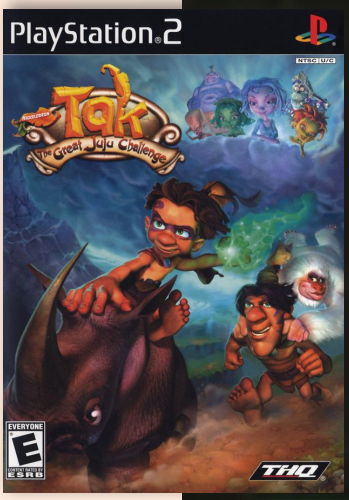
N P

Developer	Avalanche Software
Publisher	THQ
Release date	(us) September 19, 2005
Genre	Action-platformer
Mode	1-2 Players

The Great Juju Challenge is the third game in the platforming series. It stars Tak, the hero from the first two games, and his brother Lok. The story is about how the people in Tak's village have set up a course of events for people to compete in. The game is a mixture of platforming and adventure. Tak and Lok have entered the event in hopes of winning.

Introduced to this game is the ability to swap between characters with the touch of a butto or in 2 player mode you can play together in split screen. The characters have to reach various checkpoints to extend the level. All the levels take place in the various jungle settings of Tak's Village. The events consist of swimming, racing, climbing ropes, and other endurance challenges.

"mobygames.com"



Tak and the Guardians of Gross

6.0

N P

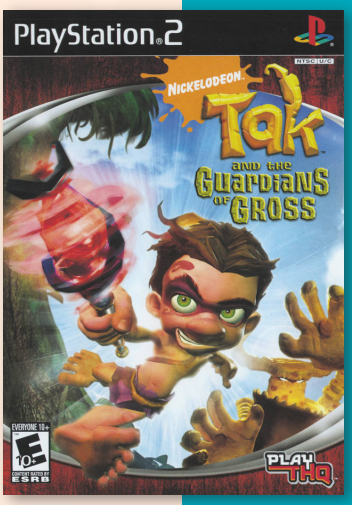
Developer	Blitz Games
Publisher	THQ
Release date	(us) October 13, 2008
Genre	Action-adventure
Mode	1-2 Players

Tak and the Guardians of Gross is a light reboot of the original Tak franchise and was released for the Wii and PS2.

Taking place during the events of the TV show, Tak and the Guardians of Gross follows Tak as he accidentally releases four gross titans known as Big Gs. Tak with the help of his friends must defeat each Big G and clean up his village.

Gameplay includes platforming as well as defeating enemies with his magical staff. The game also offers several minigames that can be played together with another player.

The game received mixed reviews.



Tamayura

Developer	Yeti
Publisher	Yeti
Release date	(jp) June 29, 2006
Genre	Visual novel
Mode	1 Player

Tamayura: Mitamaokuri no Uta is a fantasy visual novel revolving around Toma Akizuki, an eldest son from a family that specialize in extermination of demons and evil spirits. Touma lives with his sister Nami, and his step-sister Kasumi. They regularly take jobs to exercise ghosts and other spirits. One dreadful night, they were on an ordinary task to exercise yet another demon, but to their surprise the demon was more than they could take head on. In order to protect her brother and Kasumi, Nami faced the demon alone, but paid the ultimate price in doing so.

The game was originally released on Windows as an adult visual novel just called Tamayura. As is typical with Sony consoles, the game had all the adult content removed. However, the entire story was rewritten and recreated from scratch to deliver new experience and include new CG even scenes, new dialogues and additional scenario. It also added quick-time events during battle scenes and new opening video.

"mobygames.com"

8.2

J

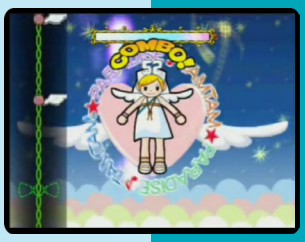
Tam Tam Paradise

6.8

Developer	Global A
Publisher	Global A
Release date	(jp) August 9, 2001
Genre	Music
Mode	1-2 Players

Tam Tam Paradise is a music rhythm game. Two percussion controllers are included with the game. Players beat on the circular piece as well as the crescent shaped portion of the controller to the angel wing cues on screen.

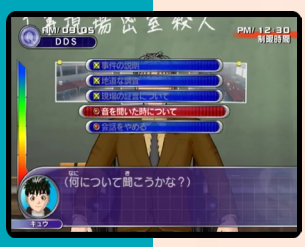
The player control a cherub in training, whose goal is to tap the controller in time to a stream of angel wings which descend on screen.



J

Tantei Gakuen Q

8.0



J

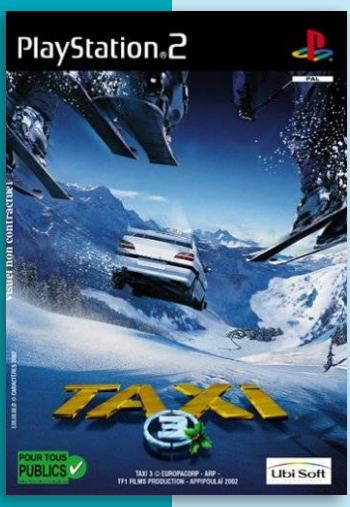
Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Adventure
Mode	1 Player

Tantei Gakuen Q: Kioukan no Satsui is a adventure game based on the manga and anime Detective School Q.

The story begins with series of murders that occurs at the Western “Kitokokan”. There are a total of 30 different characters. Players take control of a young detective and have to search for clues, collect information, and talk to the villagers.

Taxi 3

6.0



Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(eu) February 23, 2003
Genre	Racing
Mode	1 Player

Taxi 3 is a racing game, developed by Ubisoft Montreal and published by Ubisoft, which was released in Europe in 2003. It is based on a 2003 French action comedy film. The game was released for GameCube, PS2, GameBoy Color, GameBoy Advance and Windows.

Players take control of the taxi driver Daniel who will race through 10 different missions.

P

5.8

TBS All-Star Kansha Matsuri
2003-Aki Chou Gouka! Quiz Ketteiban

J

Developer Hudson
Publisher Hudson
Release date (jp) September 25, 2003
Genre Trivia
Mode 1-2 Players

TBS All-Star Kansha Matsuri 2003-Aki Chou Gouka! Quiz Ketteiban is a trivia game only released in Japan. It is based on the ALL Star Thanksgiving TBS TV series first released in 1991.

The game proceed like the TV program where players answer questions and take part in five different mini-games.

Teikoku Sensenki

7.2

Developer Langmaor
Publisher Interchannel
Release date (jp) November 25, 2004
Genre Adventure
Mode 1 Player

This port of a PC game takes place in a world meant to resemble ancient China. Players take the role of a military commander and must take on enemy forces in three-on-three turn-based battles. When not fighting, players can enter a store to purchase equipment in order to power up their characters. There's also a love-simulation element involving men-on-men romances. The PS2 version added new scenarios involving more men.

J

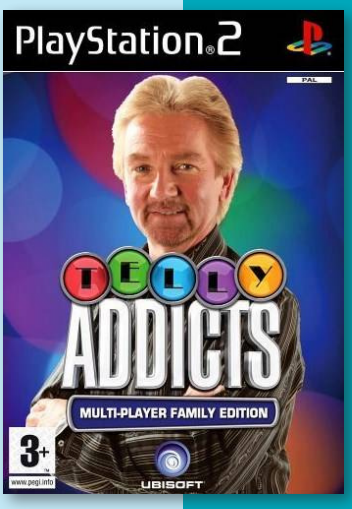
5.2

Telly Addicts

P

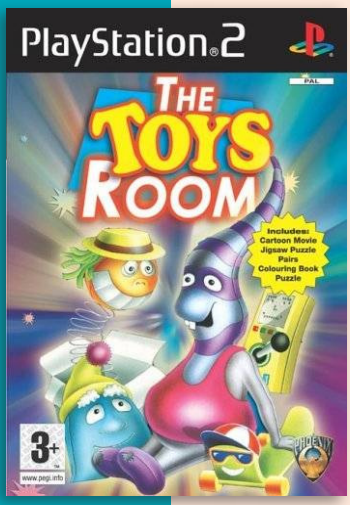
Developer Ubisoft
Publisher Ubisoft
Release date (eu) November 23, 2007
Genre Trivia
Mode 1-2 Players

Telly Addicts is a game for one or two people based on the UK TV series of the same name that was aired in the mid to late 1980's. The game follows the format of the television series in that there are six rounds of multiple choice questions all of which are based on old television programs, each correctly answered question scores a point and in the multiplayer game the player with the most points wins.



The Toys Room

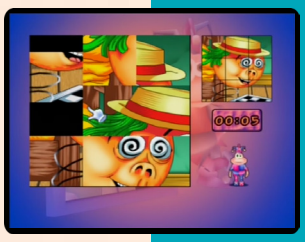
1.7



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

The Toys Room is a Phoenix Games title which uses the same setup as their other Dingo cartoon and puzzle games titles.

The cartoon, with a story similar to Toy Story, revolves around a little boy. His birthday is coming up and all his toys are worried that he will receive a new toy that he will like much more than the other toys.



P

Thomas & Friends: A Day at the Races

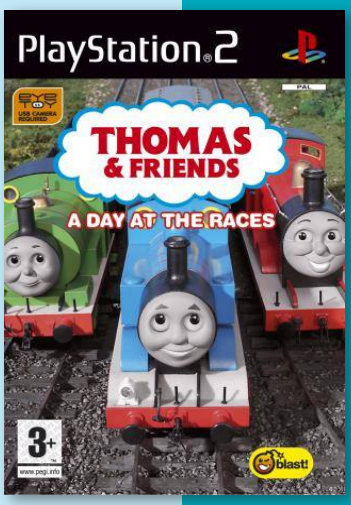
4.5

Developer	Broadsword Interactive Limited
Publisher	Blast! Entertainment
Release date	(eu) August 24, 2007
Genre	Eye-toy
Mode	1 Player

A Day at the Races based on the anthropomorphized steam locomotive Thomas. The game includes ten mini-games and a story, featuring Thomas, James, the Fat Controller, and other Thomas the Tank Engine characters.

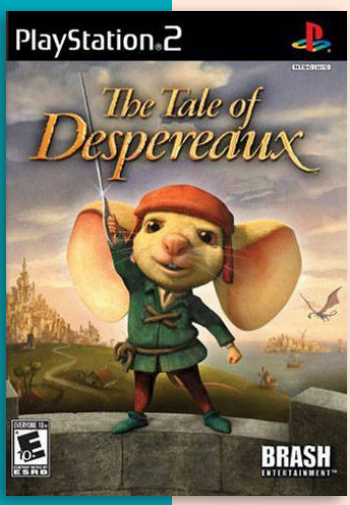
The EyeToy is required to play this game.

P



The Tale of Despereaux

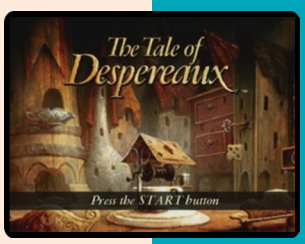
2.6



Developer	Brash Entertainment
Publisher	Brash Entertainment
Release date	(eu) December 5, 2007
Genre	Action-adventure
Mode	1 Player

Based on the movie of the same name, The Tale of Despereaux stars the mouse, Despereaux. When the human Princess Pea is kidnapped, Despereaux goes to the rescue.

Gameplay is the standard 3rd-person platforming and combat, with a focus on mouse-like agility. Players can buy extra combat moves from the swash-buckling Caravaggio using cheese pieces or shiny buttons they find.



N P

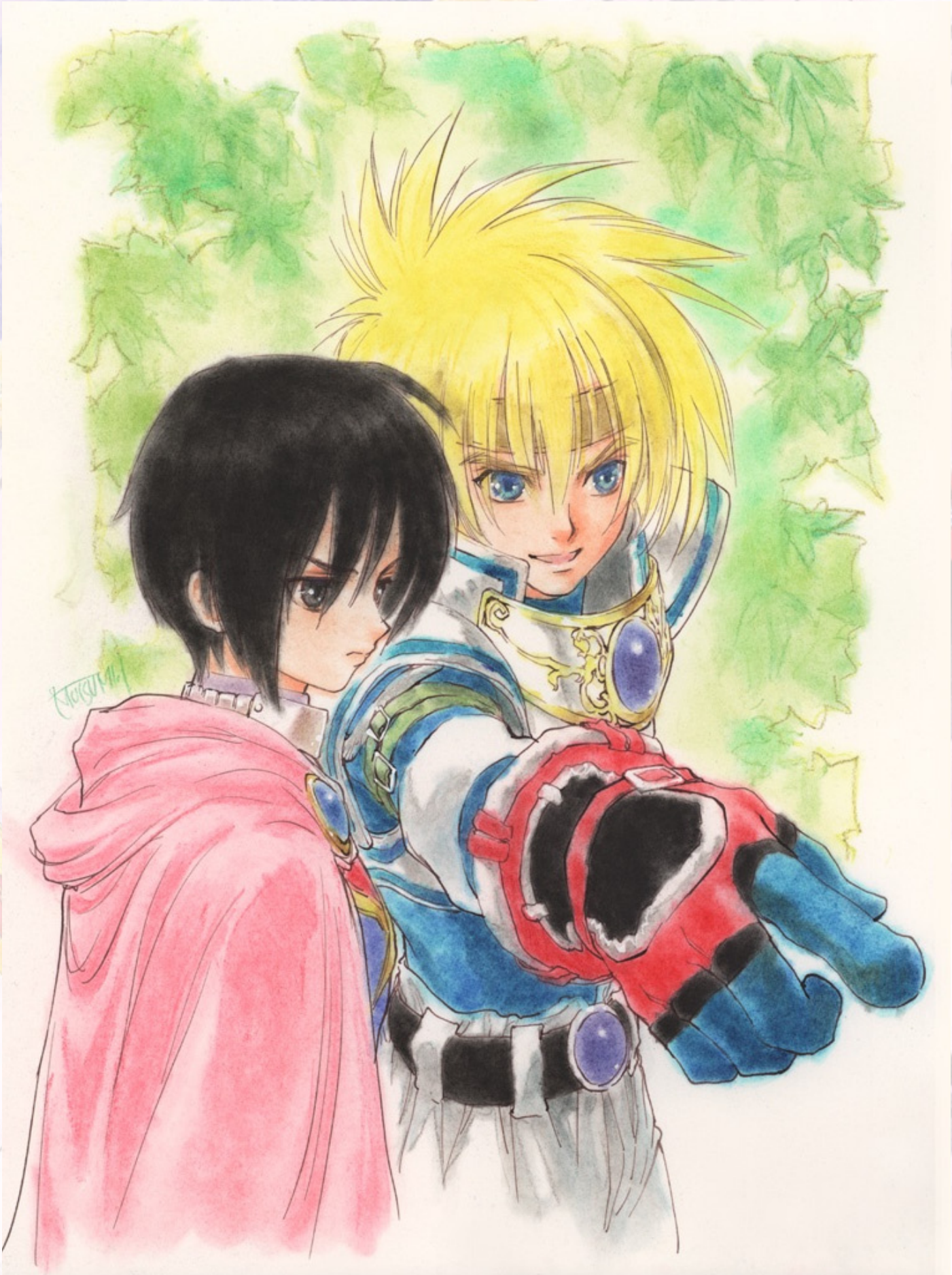
Tales

The Tales series, known in Japan as the Tales of series (「テイルズ オブ」シリーズ "Teiruzu Obu" Shirīzu), is a franchise of fantasy role-playing games published by Bandai Namco Entertainment (formerly Namco), and developed by its subsidiary, Namco Tales Studio until 2011 and presently by Bandai Namco. First begun in 1995 with the development and release of Tales of Phantasia for the Super Famicom, the series currently spans sixteen main titles, multiple spin-off games and supplementary media in the form of manga series, anime series, and audio dramas.

The Tales series originated when Phantasia began production, based on an unpublished novel titled Tale Phantasia (テイルファンタジア Teiru Fantajia), written by the game's scenario writer and lead programmer Yoshiharu Gotanda. During the story development process, several elements of the original novel were dropped or changed. The game was developed by Wolf Team, an independent game development studio founded in 1986. Due to bad experiences at Telenet Japan, the previous employer of multiple Wolf Team members, the staff sought an independent publisher for the game. After an unsuccessful pitch to Enix, they entered a publishing contract with Namco. Phantasia had a troubled development cycle for the original Super Famicom version, with many creative disagreements between Wolf Team and Namco. The disagreements led to most of the Wolf Team staff leaving after the game in order to start a new company, tri-Ace, which would go on to make the Star Ocean series. Remaining members would continue to develop games in the Tales series.

While entries in the series generally stand independent of each other with different characters and stories, they are commonly linked by their gameplay, themes and high fantasy settings. The series is characterized by its art style, which draws from Japanese manga and anime, and its action-based fighting system called the "Linear Motion Battle System". Multiple people have become linked with the series, including character designers Kōsuke Fujishima and Mutsumi Inomata, producers Hideo Baba and Makoto Yoshizumi, and composer Motoi Sakuraba. The series was created by Yoshiharu Gotanda.

Most of the main Tales games have been localized for North America and Europe, although almost none of the spinoff titles have been released abroad. While generally seen as a niche series in English speaking regions, Tales is considered a high-profile property in Japan. 1UP.com's Jeremy Parish, speaking in 2006, referred to the franchise as the third biggest RPG series in Japan behind Final Fantasy and Dragon Quest. The series has been gaining popularity in the West since the release of Tales of Symphonia, which is still considered one of its most popular titles. As of May 2019, the series has shipped 20 million units worldwide.

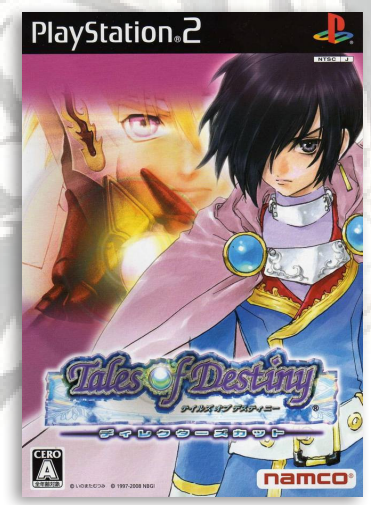


8.2

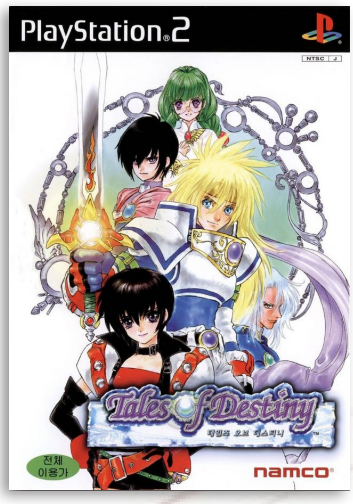
Tales of Destiny

Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) November 30, 2006
Genre	Role-playing
Mode	1(-4) Player(s)

Director's Cut



Korean Release



J

The PS2 release of Tales of Destiny is a full remake of the original PlayStation release of Tales of Destiny. This remade version of the game was released on November 30, 2006, followed by an additional Director's Cut version, which was released on January 31, 2008, also on the PS2. Neither version of this remake has been localized.

Identical to its original release, this remake features an introductory video created by the renowned animation studio Production I.G, accompanied with the song "Yume de Aru You ni", performed by the J-pop band Deen. Mutsumi Inomata returns as a character designer, creating several newly-revised designs and artwork for each character. Motoi Sakuraba and Shinji Tamura also return as the composers for this game, fully remixing all of the music from the original game while providing some new original compositions for various added events.

This remake of Tales of Destiny features a new characteristic genre, translated to "RPG Known as Fate" (運命という名のＲＰＧ). This change represents the alterations that have been made in all aspects of the game while preserving the basics that defined the original game.

Taking place in a fantasy world, the game follows the story of a young man named Stahn who comes across a sentient sword named Dymlos and his subsequent encounters with other similar sword-wielders.

Unlike the original game, it is now possible to set a different character in the first player's position, allowing the primary player to control any character in the party during battle. It is also possible to select a different character to represent the party outside of battle, regardless of his or her position within the party roster, though this option is purely aesthetic with no changes to gameplay. Eight of the ten playable characters join the party as part of the story by the end of the game, providing access to all of the non-Swordian Master characters from the original game within the party. The original game allowed only up to two of these characters to participate within the party throughout the final areas. An additional secret character, Lilith, was added to this game as a optional ninth member of the party, as an homage to her unfinished and dummied status within the original game, as well as her appearances as a cameo exhibition battle in other games.

Every character has a unique support talent that is activated under various conditions while the character is added to a special "support" position within the party roster. This character slot becomes available after the party expands to five characters. These functions can be used to reduce enemy encounter rates or acquire various items such as herbs or fruits. All towns and dungeons are represented by isometric 3D maps viewed through dynamic camera movement while the character moves through the area, providing a more three-dimensional feel. Unlike the original game, most indoor locations no longer feature bathroom fixtures.

The World Map is fully rendered in three-dimensional polygon graphics, including a simplified 3D

model of the character avatar that represents the party. Camera view can be rotated freely to both sides, and the camera zooms in or out automatically to prevent terrain from obstructing the player's view of the character. Zoom functions cannot be controlled directly by the player. This method of world map display originated with Tales of Destiny 2, and the graphics style was taken directly from that game as an homage to the relationship between the stories of the two games. Transportation on the world map includes standard movement on the ground, ocean travel within a Sea Dragon vessel, and flight within the Draconis and the upgraded Lumina Draconis airships. Battle encounters in dungeons and on the world map are random based a Lens gauge at the top-left corner of the screen.

All music within the game has been remixed, and several new songs have been added to the soundtrack. One significant change involves the standard battle themes within the game.

New scenes have been added, while some scenes from the original, such as the date with Ilene Rembrandt, were removed. The remake also includes a new battle between Stahn and Dymlos in an attempt to regain the full strength of the Swordians. One of the most notorious new features is the cameo appearance of one of the primary antagonists of Tales of Destiny 2, Barbatos Goetia.

A Director's Cut version of Tales of Destiny was released on in Japan for the PS2. Its characteristic genre name is "One More RPG Known as Fate" (もうひとつの運命という名のＲＰＧ), building on the first PS2 remake with additional features. This version of the game includes a new game mode called "Leon's Side". This new story mode makes Leon the main character of the game instead of the normal main character, Stahn. The

original story mode is still available to play. There is also a small sidequest within "Stahn's Side", known as "Lilith's Side". In addition , several other sidequests have been added.

Save files from the first PlayStation 2 remake are still loadable through the "Load Original Data" option.

Tales of Destiny: Director's Cut was released in two versions: the regular version, containing just the game, and a "Premium Box" version containing the game; a 128-page illustration booklet with new character artwork by Mutsumi Inomata; and an original soundtrack for the Director's Cut, featuring 21 songs. All of these materials are packaged within a special outer casing with new artwork also by Inomata.

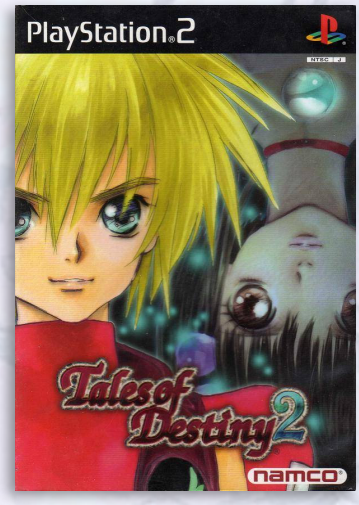
The game includes the "Second" difficulty rank that was available in Tales of Destiny 2. This difficulty rank was not available in any of the previous releases of Tales of Destiny. In addition to this, maximum character statistics have been increased from 999 to 1999, and maximum HP has been increased to 9999.

The Neuestadt arena has a new stage, "Rank 6", which acts as a sort of "boss rush" mode that allows the player to fight several major enemies from the entire game. A "Definite Mode" is also added to the arena, which allows the player to chose from previously encountered enemies to attempt to get their Definite Strikes.

The PlayStation 2 remake received a slightly higher score than the original PlayStation version, scoring 32 out of 40 from Famitsu, granting it a Gold Award. The original version sold approximately 368,000 copies in Japan by the end of 2006, while the Director's Cut would sell 142,301 copies by the end of 2008, becoming the 92nd most-bought software title in the region that year.

"aselia.fandom.com"

7.7

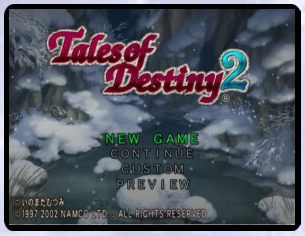


Mega Hits!

Korean Release

J

Tales of Destiny 2



Developer	Namco
Publisher	Namco
Release date	(jp) November 28, 2002
Genre	Role-playing
Mode	1 Player

Tales of Destiny 2 is the fourth main entry in the Tales series, and a direct sequel to 1997's Tales of Destiny. The game should not to be confused with the PS1 game released in the US as Tales Of Destiny 2, which is actually a different game known as Tales Of Eternia in Europe and Asia. An updated port for the PSP. This version was published by Namco Bandai Games. Neither version has received a western release.

The story, set eighteen years after Destiny, follows Kyle Dunamis, the son of the previous game's protagonists Stahn Aileron and Rutee Katrea. Shortly after meeting a mysterious girl named Reala while trying to save Rutee's orphanage from bankruptcy, Kyle is drawn into conflict with Barbatos, a cruel warrior responsible for killing Stahn, and the machinations of Elraine, a religious leader seeking to bring peace to mankind.

Tales of Destiny 2 is a role-playing video game featuring 2D sprite characters navigating both 2D environments such as dungeons and towns, and a three-dimensional overworld. The overworld features environmental effect such as fog. In towns found across the world, NPCs provide both information relevant to the story and world, and provide items and equipment through shops; merchants accept the Tales series currency, Gald, which can be obtained from battle or treasure chests on the dungeon and town maps.

Throughout the game, visiting certain individuals in towns will activate optional events and side-quests. Prisons, sewers, forests and story-centric locations serve as dungeon locales; these areas are scattered with treasure chests containing rare items, some of which cannot be purchased in stores. Dungeons frequently contain puzzles and mazes, such as boxes that must be reoriented to form a bridge, which must be cleared to advance; the "Sorcerer's Ring", a relic that shoots tiny plumes of fire, often plays a central role in puzzle resolution, along with the "Sorcerer's Scope", a tool that reveals hidden objects. Aspects of characters such as their current experience level, equipment and money levels, party organization, and assigned abilities. Cooking, a recurring series mechanic, is present: characters learn and cook various recipes using a selection of six ingredients which grant boons upon them such as restoring health. Optional voiced conversations between characters called Skits can be activated when they appear in random locations or after story events. Mini-games within the world include acting as a waiter in a restaurant, and battle arenas where players fight against random enemies.

The game's battle system is the series' trademark Linear Motion Battle System (LMBS), which places up to four playable characters on a 2D plain against enemies in real-time combat similar to a beat 'em up. The version used in Destiny 2 is called the "Trust and Tactical LMBS". When entering battle, the camera follows characters, zooming in and out depending on their distance from an enemy. During battle, one character is controlled at any one time, with the others

being governed by the game's AI: the AI can be customized to behave in various ways, such as adjusting their aggression level, and balancing magical and physical attacks. In addition to real-time commands given in battle, the player can issue commands to all characters by pulling up the battle menu and issuing commands. A character's performance in battle is governed by their current level of Spirit Points (SP): the more SP a character has, the higher their defensive and offensive abilities. Three types of attack are available and activated progressively depending on the number of hits an enemy has taken: a standard attack, named attacks called Artes, and special high-damage attacks called Mystic Artes. At the end of each battle, its performance is assessed an given a Grade, which can sometimes trigger a bonus such as learning new skills. Some bonuses are also carried over into the next playthrough. In addition to the single-player functions, a local multiplayer option is available, supporting up to four players: when additional controllers with players are connected to the system, AI functions for selected characters are disabled, switching to manual control. An auto-battle option, which has the game's AI controlling all characters during a fight, is also available.

Tales of Destiny 2 was co-developed by Wolfteam and Telenet Japan. Development began after work had finished on Tales of Eternia, taking roughly two years to complete. During its early development, the staff consisted of thirty people: when in full development, a team of between sixty and a hundred worked on it. It was developed under the working title Tales of X. After Eternia was completed, the development team considered what to do next, whether a new standalone game or a sequel. As Destiny had a large amount of lore created for it and there were story

possibilities for a next generation of characters, it was decided to make a sequel to Destiny. This would be the first direct sequel in the Tales series. Because of the state of the world as it would have evolved after the events of Destiny, it was decided to set the events eighteen years after them and focus on the son of Destiny's protagonist. The key themes for the story were "fate" and "happiness". For the story, the team wanted to effectively portray Kyle's journey to becoming a hero. For this, they drew on themes of *"learning from the teacher"* as seen in films such as Star Wars and Raiders of the Lost Ark. To create the atmosphere, the team worked at balancing elements of reality and fantasy. The story and script was handled by Japanese scenario company Gekko. Two separate scripts were created for the main story and additional elements such as skits. Both scripts were quite large.

Character designs were created by Mutsumi Inomata. A key element of the designs was the variation of time periods many characters came from. While many contemporary PS2 role-playing games were being developed around three-dimensional characters, Destiny 2 used two-dimensional sprites for its characters. Part of the reason behind this was that the development team wanted to create the *"ultimate 2D RPG"*. As opposed to previous Tales games, where gameplay development was focused on the battle system, the development leads requested that the gameplay should be *"waste-free and strategic"*.

Famitsu Weekly found the story enjoyable, though noted that those who had played Destiny would get more enjoyment out of it, and praised the voice acting. They also found the gameplay and pacing enjoyable, positively noting the option to auto-battle.

8.2

PlayStation 2 the Best

Asian Release

J

Tales of Symphonia

Developer	Namco
Publisher	Namco
Release date	(jp) September 22, 2004
Genre	Role-playing
Mode	1(-4) Player(s)

Tales of Symphonia was originally released for GameCube on August 29, 2003 in Japan. It is the fifth core product of the Tales series. In Japan, the game was ported for the PS2 with additional content.

The game takes place in a fictional world called Sylvarant and follows Lloyd Irving. Lloyd accompanies his childhood friend, Colette Brunel, who is destined to go on a journey to save their world. As their journey progresses, they learn that saving Sylvarant endangers Tethe'alla, a world parallel to their own. The game's central theme is Kimi to Hibiki au RPG (君と響きあうRPG, "RPG that resonates with you").

The characters develop not only through cut-scenes, many of which feature voice acting, but through what the game calls "skits". These "skits" however, do not feature voice acting like the in-game cut-scenes. The Skit generally features two or more of the characters interacting. They will react to what is said and depending on the characters and the situation the results can be anywhere from comic to tragic. This system allows one to understand the feelings of each character.

Special features of the game include: Ex-Spheres, Strategy and Cooking. Ex-Spheres are special objects which enhance a character's abilities or may grant new ones. These abilities can affect battle or have an effect outside of battle. Each Ex-Sphere will have a level of 1-4 each with more powerful abilities; up to four Ex-Spheres can be attached to each character. Strategy major characters are playable which allows players to switch their gaming style. Basic physical attacks are carried out with the a button and pushing the control stick in various directions. Another button is used for special physical attacks and casting spells. Often these special attacks can be linked from a basic physical attack to Special Attacks in progressing levels of 1-3. During a battle players run in a straight line and are able to jump over enemies. In Multiplayer up to 3 more players may partake in battles.

The game was first announced in 2002 by Namco to be one of the many titles it would be releasing on the GameCube. Namco stated it would be a part of the Tales of Phantasia series and expected comics, animation, drama CDs and novels to be spun off from the game. An April 2003 edition of Famitsu revealed the game has been in development for two years, its developers are the same from Tales of Eternia, the game will have the most main characters in the Tales series, and will be the first 3D game in the series. During E3 2003, a North American localization was confirmed. To celebrate its release in Japan, the game was bundled with a symphonic green Nintendo GameCube. For the North American version, the localization producer replaced Starry Heavens with an orchestral anthem and focused on hiring professional voice actors to dub the game in order to appeal to the Western audience.

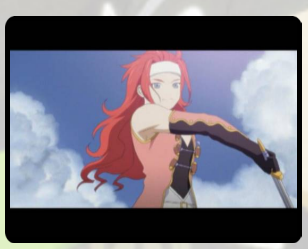
During the second week of April 2004, Weekly Shōnen Jump announced a PlayStation 2 port of Tales of Symphonia. It received

new in-game additions and its theme song is "Soshite Boku ni Dekiru Koto" (そして僕にできるコト, lit. "And Thus, I Can Do It") by Day After Tomorrow. It was released exclusively in Japan and later re-released under the PlayStation 2 the Best label.

Tales of Symphonia Chronicles was announced in 2013 for the PS3. It contains Tales of Symphonia and Tales of Symphonia: Dawn of the New World with remastered graphics and additional content. It was released in Japan, North America and Europe as both a retail version and download release, with the option to purchase Tales of Symphonia as a standalone release. In May of 2019, Tales of Symphonia Chronicles, as well as its standalone components, were removed from the PlayStation Store.

Takumi Miyajima, the game's writer, explained Tales of Symphonia was planned to create a *"unique symphonia"*, dependent on the player's choices and the affection system. Miyajima wrote many scenarios, with the most significant events centered on Zelos Wilder. Originally, Zelos' death was supposed to be canon. His survival would have been dependent on the affection system: He would die early on if he was ranked the lowest in the affection system, would die at the end if he ranked in the middle, and would only survive if he ranked the top. However, the development staff suggested to have Kratos Aurion return to the party and the team discussed how it would work. The change in scenario had Miyajima rework Zelos' death into a non-canon path of the story. While generally a self-contained story, Symphonia apparently takes place within either the same or a similar timeline to the first Tales game, Tales of Phantasia.

Since its release, Tales of Symphonia spawned a substantial media franchise in Japan. The game has been adapted into seven manga collections, two novel series, seven drama CDs, and an OVA anime series. A sequel entitled Tales of Symphonia: Dawn of the New World was released for the Wii in 2008. A Steam version was released on February 2, 2016.

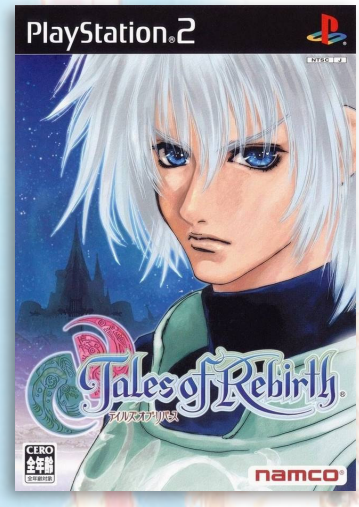


Tales of Symphonia garnered generally positive reception from critics. In 2007, Namco announced that the GameCube version had sold 953,000 copies worldwide, and the PS2 port had sold 486,000 copies in Japan. The bargain reissue for the PlayStation 2 in sold almost 50,000 copies in Japan by the end of 2006. Its total worldwide sales across its original platforms have reached 1.6 million as of 2008, making it the best-selling Tales title to date. The PC release has sold about 250,000 copies on Steam as of 2017. The game has appeared on many top game rankings and received a Japan Game Awards in 2003 for excellence. The January 2009 issue of Game Informer listed it at #24 in its "Top 25 GameCube Games". Nintendo Power ranked Tales of Symphonia 107th in a list of "Top 200 Nintendo Games Ever". IGN users placed it 75th in a Top 100 Games list, while GameFAQs users put it at 81st in a similar list.

Critics have praised the game for its cel-shaded art style and real-time battle system. 1UP, GameSpot, GameSpy, IGN, and X-Play, applauded the amount of detail in the scenes with GameSpy noting the steady 60 fps. GameSpy described the battle system as "wonderfully fast and to the point" while X-Play noted its accessibility and potential to attract non-RPG gamers. Meanwhile, the story and audio have received negative criticism. Eurogamer, GameSpot, GameSpy, IGN, and X-Play criticized the plot for being cliché and un-engaging. The reviewers agreed that the music and English voices met standards.

8.3

Tales of Rebirth



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Developer	Namco
Publisher	Namco
Release date	(jp) December 16, 2004
Genre	Role-playing
Mode	1(-4) Player(s)

Tales of Rebirth is the sixth main entry of Namco's Tales series. The game was released for the PS2 and later re-released on the PSP.

Rebirth, set in a world populated by humans (Huma) and beast people (Gajuma), follows the adventures of Veigue Lungberg, a human whose friend Claire Bennett is kidnapped by agents of Agarte, heir to the throne of the kingdom of Karegia. Setting out to rescue Claire, Veigue and those who join him becomes entangled in escalating racial conflicts consuming the land.

Tales of Rebirth is an action role-playing game with player characters rendered as 2D sprites on 3D backgrounds. Unlike previous Tales games, the camera follows the characters from a side-long view, zooming in or out depending on their relative position, and instead of a navigable overworld, players fast-travel to different locations using a standard map of the game world. Side conversations between characters called Skits feature both story-relevant information and added details not essential to the story.

At certain locations in the game, characters can engage in cooking various recipes: cooking them between battles restores health points. If the recipe is cooked enough times, a character masters it. Upon mastery, a character is granted experience points each time the meal is prepared. Characters are also given "rations", helpings of restorative food, at selected locations across the game world. While initial rations are fairly small, a special "meal ticket" is made available later in the game, which provides larger rations. There are multiple difficulty levels. Mini-games are also available to play, with three types in the game. The first has the character Veigue on a raft navigating a river, with the goal being to avoid dangerous obstacles. The second is a tarot game with the character Hilda, where the player answers questions given by Hilda and has their fortune told. In the third, the player becomes a waiter at an inn, with the goal being to provide good service to the customers: poor service results in the player being dismissed, while good service earns a reward.

Rebirth uses the Tales series' trademark Linear Motion Battle System (LMBS), a real-time fighting system similar to a beat 'em up. Up to four characters can be present in battle. The variation used in Rebirth is the Three-Line LMBS, using a similar multi-plane mechanic to Tales of Symphonia: characters can be moved across three different levels on the battlefield to either attack enemies on those lines or dodge behind an enemy on one line to deal damage from behind. During battle, a character can activate the Rush Gauge, increasing a character's attack power at the cost of lowered defensive abilities and stats, and perform Mystic Artes with another member of the party to inflict high damage on single enemies. During battles, performing certain feats in battle, such as finishing in a certain time, rewards the player with a grade for their performance.

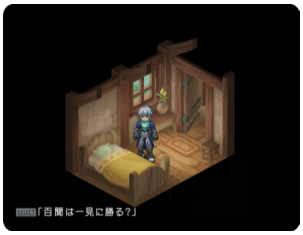
Special abilities and actions are controlled by the Force Gauge,

an energy meter which determines how long special skills can be active. Once drained, the skill cannot be activated until the meter refills, which it does during battles. Four skills can be equipped for each character. After battles, characters earn Enhancement Points (EP), which can be used to strengthen equipped armor, weapons and accessories, instead of using Gald as with previous Tales titles.[7] EP can be transferred between weapons.

An optional battle arena was added in the PSP version of the game with both single-player and multiplayer matches: in both modes, players need to defeat an enemy team (either AI-controlled enemies or an opposing team) within a time limit.

Conversely, they found the memory capacity of the PSP compared to the PS2 a good thing. Series producer Makoto Yoshizumi felt that the fact that it was a port rather than a remake divided the development team.

Tales of Rebirth was developed by Team Destiny, a section of Namco Tales Studio devoted to 2D Tales titles. It began production in 2003. The development team, led by Yoshizumi, was the same team behind Tales of Destiny 2. Much of the technology from Destiny 2 was carried over to Rebirth. Mutsumi Inomata, a noted anime artist who had previously worked on Tales of Destiny, returned to design the main characters for Rebirth. She worked closely with Yoshizumi to create the designs, with each being representative of the characters' backgrounds and experiences: for instance, Veigue's clothing was made navy blue to emphasize his unsociable demeanor. Her Gajuma designs started with a basic human sketch, which was then embellished with animal features and faces. The majority of Rebirth's story and script was written by Hiramatsu Masaki. The main theme was the issue of co-existence between different races, with the representation of the theme being the conflict between Huma and Gajuma. The Gajuma were created to heighten the sense of contrast for players. The game's title "Rebirth", was meant to represent the rebirth and reconstruction of harmonious relations between different peoples. Ethnic conflict, another prominent theme, was inspired by the predominant ethnic conflicts in Yugoslavia at the time the game was being made. Prior to the main script writing stage, Yoshizumi conceived the basic setup and story for the game. The final script ended up being substantially larger than that of Symphonia, covering four full script books. As with other Tales titles, Rebirth was given a characteristic genre name: the title was Kimi ga umarekawaru RPG ("RPG Where You Will Be Reborn").



In July 2004, IGN reported that Tales of Rebirth was a likely candidate for an English localization in North America due to the positive reception and sales of Tales of Symphonia in North America for the GameCube. But neither the original nor the port of Rebirth have received an English localization, making it one of three mainline Tales titles to not have come to the west.

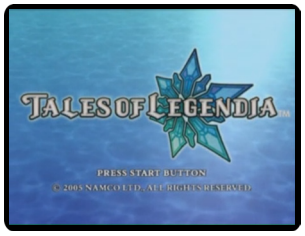
Namco planned for high sales for Rebirth, preparing shipments of the game totaling 700,000 units. As of December 2007, the game has sold 605,000 units. The game was among those which won the "Future Game" award at the 2005 CESA Game Awards, and later was given a "Gold" award, received for shipping over 500,000 units, at the PlayStation Awards 2005.

Gaming magazine Famitsu received a score of 32/40. The reviewers were generally positive about the gameplay, and one of them commented on enjoying the story. Western gaming sites have also been very positive.

7.2

Tales of Legendia

Korean Release



Developer	Namco
Publisher	Namco, (ko) SCEI, (jp) Namco Bandai Games
Release date	(jp) August 25, 2005
Genre	Role-playing
Mode	1 Player

Tales of Legendia is the seventh main title in their Tales series. Originally released in Japan in August 2005, it was later made available in English in North America. Its producers gave it the characteristic genre name RPG Where Bonds Spin Legends (絆が伝説を紡ぎだすRPG Kizuna ga densetsu o tsumugidasu RPG).

The game is set in a fantasy world covered in water, taking place entirely on a gigantic ship that is actually a remnant of an ancient civilization. Players assume the role of a young man named Senel, who must rescue his sister from individuals who believe her to be a prophesied savior, while the mysteries of his world begin to unravel before him.

Tales of Legendia is a role-playing game set in a fantasy world featuring 3D characters and environments. The game is presented from a top-down perspective, and players must move their character through a number of locales, battle monsters, and interact with non-player characters to advance the story. Unlike previous games in the series where monsters were visible before being encountered, Tales of Legendia features randomized battles that occur every few steps while inside dungeons or other hostile areas.

Like previous games in the series, Tales of Legendia was designed to focus on the interactions between the main cast. However, a unique feature to this game is the addition of a second series of scenarios after the player has completed the main story that focuses more on the individual characters themselves. Animated sequences also accompany certain story segments.

The game features a variation of the series' Linear Motion Battle System, where players are able to freely move their characters around the battle area and engage enemies in real-time, known as the "X-LiMBS" (Crossover Linear Motion Battle System), which was specifically designed to resemble a traditional fighting game. Despite playable characters and enemies being rendered in 3D, battles are limited to a 2D plane where combatants can only move forward, backward, or jump straight up into the air. In addition to normal attacks, players can attack enemies using special skills called "Eres", which involve spending Tech Points (TP), and can be chained together to create combos. A total of eight playable characters can be recruited as the game progresses, with up to four of them making up a player's party at any time. As players attack enemies, they fill up a "Climax" gauge at the bottom of the screen that can be expended to freeze all enemies in place for a short period. Whenever battles are completed, players are awarded both experience points that allow characters to gain levels and grow stronger, as well as items called "Eres Stones" that allow them to purchase additional skills.

Preliminary development on Tales of Legendia began in 2000, after the release of Tales of Eternia, with many of its staff drawn from that of Eternia. Its development happened in parallel to Tales of Destiny 2 and Tales of Symphonia. While its exact

development time is unknown, a report in Famitsu stated that its development lasted three years. The teaser trailer featured on a pre-order bonus disc for the series' previous title Tales of Rebirth, only referred to the game by its development codename "Project MelFes".

The game was developed by a team that consisted of staff members from previous Tales entries, as well as developers from the company's Tekken and Soulcalibur fighting game series. Producer Jun Toyoda explained that the goal was to create a role-playing game with the *"exhilarating battle scenes"* found in those titles, and to appeal to players who either felt that fighting games lacked a story or felt that traditional role-playing game combat was too *"tedious"*. Although the game features 3D characters, battle sequences were purposefully restricted to a 2D plane to allow the developers to create large monsters without fear of them obstructing the player's view of the action. Character animation was handled by Yosuke Kadowaki, who had previously used the same motion-capture technology on Soulcalibur II. The scenario was written by Koki Matsumoto and Tsuyoshi Tanaka. The main story theme was "bonds", with the main priority being the overlapping stories of the main cast. Unlike previous Tales games where character art and design was mostly done by Mutsumi Inomata, Tales of Legendia features characters designed by anime illustrator and animator Kazuto Nakazawa, known for his prior work on the animated sequences from the 2003 film Kill Bill Vol. 1, as well as animated features such as El-Hazard and Nadia: The Secret of Blue Water. Tales of Legendia includes animated cutscenes produced by Japanese studio Production I.G., and contains more animation than any previous game in the series.

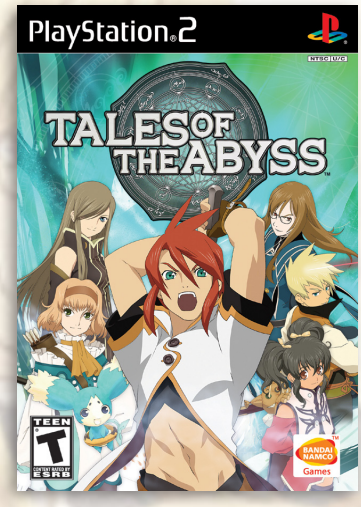
Tales of Legendia was mostly well received in Japan, earning a 32 out of 40 total score from Famitsu, as well as an 85 out of 100 average from Dengeki PlayStation magazine. The game would go on to sell 342,779 copies in the region by the end of 2005, becoming the 30th best-selling software title of that year, with a total of 397,000 copies sold worldwide by December 2007.

Elsewhere, Tales of Legendia received "mixed or average reviews" according to Metacritic. While IGN felt that the game's characterization and *"addictive"* battle system were its high points, the title was ultimately marred by a *"run of the mill"* story and *"lackluster"* battle AI. The website would find that the game's second half was more enjoyable overall, stating that *"Legendia is definitely slanted towards more action-oriented role-players who don't mind breezing through an easy twenty hours before getting to the real tests of skill,"* and although the voice acting was *"rather stiff,"* the translation was of good quality overall. GameSpot similarly praised the strong cast of characters, and the interactions between them, but complained of excessive random battles and backtracking through locations in the game.

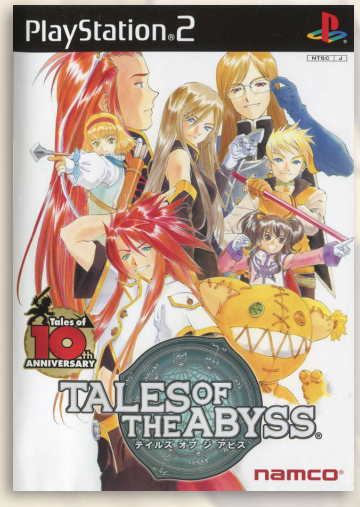
1UP.com praised the game's story, stating that *"despite the predictability of the overall narrative, the details are frequently surprising and consistently entertaining,"* and additionally found that the game tended to flaunt convention in its characters. However, the website criticized the game for its sometimes *"frustrating"* combat and playing too similarly to past Tales titles, and that it would primarily appeal to longtime fans of the series. In 2012, 1UP would include Tales of Legendia on its list of *"Underwhelming RPGs with Overwhelming Soundtracks,"*.

7.8

Tales of the Abyss



Asian Release



J N

Developer	Bandai Namco
Publisher	Bandai Namco
Release date	(jp) December 15, 2005
Genre	Action role-playing
Mode	1(-4) Player(s)

Tales of the Abyss (テイルズ オブ ジ アビス Teiruzu Obu Ji Abisu) is the eighth main title in their Tales series. Originally released for the PS2, and receiving a port for the 3DS in 2011.

Taking place in a fantasy world, the story focuses on Luke fon Fabre, a young swordsman whose pampered life turns upside down when he unwittingly becomes the target of a military-religious organization known as the Order of Lorelei, who believe him to be the key to an ancient prophecy. Together with his companions, Luke attempts to discover the truth and significance of his own birth, as well as unravel the mystery of The Score, the prophecy that has bound humanity's actions for thousands of years.

The game's "Flex Range Linear Motion Battle System" (FR-LMBS) is real-time. The game controls are very similar to other Tales games, especially Tales of Symphonia, except with increased maneuverability. The player can attack, defend, perform a skill or call up a menu with multiple functions, such as using items or commanding an ally to perform an action. This system offers multiplayer co-op battles, and the camera for this mode is improved over the one found in Tales of Symphonia, zooming out as characters move away from each other so that other players are now always on screen. A new feature, "Free Run," allows the player character to run in any direction, unlike previous Tales games.

The game features many skills and spells to unleash upon enemies. Characters can learn "AD Skills," which can be equipped and unequipped at will, to help them in battles. The game features a large number of these skills, acquired through the use of "Capacity Cores" — items that give stat bonuses when a character levels up. Once a certain statistic has a large enough bonus, the AD skill is learned automatically. A new addition to the system is the "Field of Fonons" (often abbreviated as FOF). Whenever a character uses a spell or battle technique that features an elemental alignment, a circle will appear on the ground, corresponding to that element. After being reinforced with more techniques of the same element, the circle will light up in that element's color to signify that an FOF change is available. Finally, if a character stands in the circle and performs a specific skill that corresponds with the FOF circle, the skill will be upgraded into a more powerful version. Enemies can also use and create FOF fields. As with other Tales games, characters can engage in "Over Limit" mode when their green OVL bar is full. This can be filled by completing combos and making critical hits. During Over Limit, characters can use their Mystic Artes (Hi-Ougis), powerful skills that can only be performed when certain conditions are fulfilled. Every character has one standard Mystic Arte, along with an additional hidden one unlockable only on repeat plays. Enemy boss characters have Mystic Artes as well.

Many recurring features in the Tales series return, such as skits, grade, cooking, and titles.

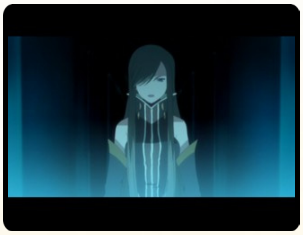
"Grade" is awarded after

each battle, either raising or lowering the player's total number of points depending on how the battle was played. For example, defeating the enemies within a short period or time or getting a large combo will increase the grade awarded; characters being killed or having negative status effects on them will lower the grade acquired. At the end of the game, players can use earned Grade to purchase bonuses for the next playthrough.

Abyss also features the cooking system. The player collects recipes and ingredients throughout the game, and can use them to cook either after battles or between battles. Unlike Tales of Symphonia, up to four different recipes can be set to the control pad for use after battle. Different recipes require different items and have different effects. The player can increase characters' cooking stats for each recipe by having them cook the recipe frequently.

Abyss features titles which each character gains through a series of tasks or events. Titles have various effects, some of which are stat-related. In the tradition of newer Tales games, some of these titles also change costumes. Each character has unique costumes; to acquire additional costumes, the player must accomplish certain tasks. Unlike some other Tales games, every title in Tales of the Abyss carries a special effect, varying from discounts in shops to recovering small amounts of HP periodically.

The first mention of Tales of the Abyss occurred when Namco filed a trademark for the game in December 2004, and first formally announced the title in an August 2005 issue of Weekly Shōnen Jump magazine, where the company also announced that the title would be released in celebration of the series' tenth anniversary.



The game was directed by Yoshito Higuchi who also acted as director of Tales of Symphonia and previously served on the development team of Namco's fighting game franchises Tekken and Soulcalibur. Abyss's Free Run battle system was originally designed for Symphonia and implemented in the middle of development, but was removed due to possible player exploitation of the game's enemy AI making battle too easy. This problem was avoided in Abyss by designing the battle system around this feature from the beginning. The FOF feature was added to supplement the Free Run system, with Higuchi stating that *"we needed to have battle positioning play a more important role if we wanted players to use Free Run at all,"* with the concept becoming more streamlined as development when on. The North American version of Tales of the Abyss includes new Mystic Arte attacks for most of the main characters not seen in the original Japanese release, but also removed all spoken dialogue from the optional skit cutscenes, translating only the text.

Tales of the Abyss was well received in Japan, with Weekly Famitsu magazine awarding it a 36 out of 40, and was later ranked 44th in a Famitsu reader poll of the 100 greatest games of all time in March 2006. The PS2 version has sold approximately 734,000 copies worldwide.

Overall, English reviews for the game became "favorable" according to Metacritic. The game has been praised for its diverse cast with IGN particularly placing attention on the game's protagonist and his ensuing character development. Others likewise praised the game's dialogue and cut-scene direction, although some questioned both the overabundance of "skits" which popped up from time to time as well as the localization team's decision to omit the voice-acting that accompanied the skits.

Tales of Fandom Vol. 2

6.8

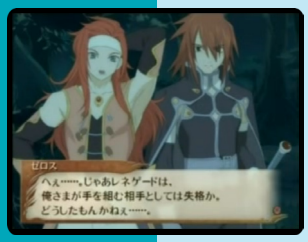
Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) June 28, 2007
Genre	Role-playing, Adventure
Mode	1 Player

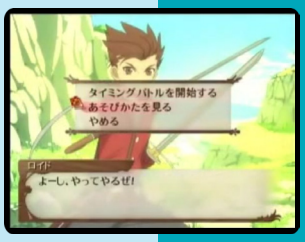
Tales of Fandom Vol.2 (テイルズ オブ ファンダム Ｖｏｌ．２ Teiruzu obu Fandamu Voryuumu Tsu?) is the second game of the Tales of Fandom sub-series within the Tales series. It is the sequel of Tales of Fandom Vol.1 for the PlayStation.

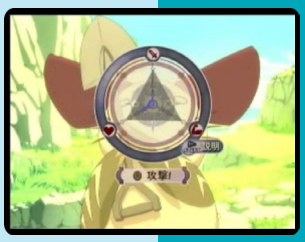
There are two versions of Tales of Fandom Vol.2, a “Luke Version” and a “Tear Version”. The game is referred to as a voice adventure. There is an adventure mode where the player can play as all of the characters from the games Tales of Symphonia, Tales of Phantasia, and Tales of the Abyss. It includes such things as a timing battle, card game, and more.

Those who purchased the game had received a DVD named Tales of Fandom Gaiden.

“aselia.fandom.com”



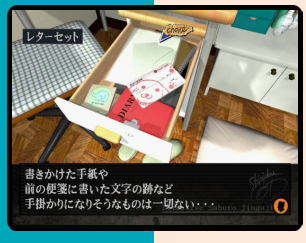




J

Tantei Jinguuji Saburo: Innocent Black

6.3



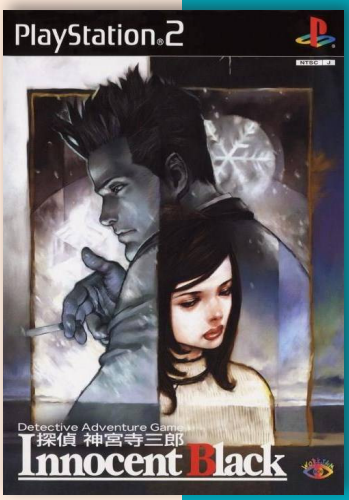
J

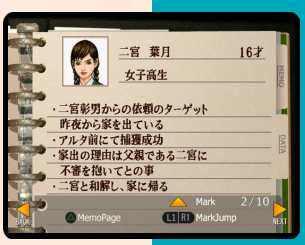
Developer	WorkJam
Publisher	WorkJam
Release date	(jp) October 24, 2002
Genre	Adventure
Mode	1 Player

This is part of the Jake Hunter, known in Japan as Tantei Jingūji Saburō (探偵神宮寺三郎, “Detective Saburō Jingūji”), mystery adventure game series originally developed and published by Data East in 1987 for the FamiCom Disk System, and later developed by WorkJam, Marvelous Entertainment and Arc System Works. The franchise is currently owned by Arc System Works.

In this game, Jingūji is asked to search for a missing daughter from the director of a hospital where he had received treatment. This small case gradually expands to revive a deep and complex mystery.

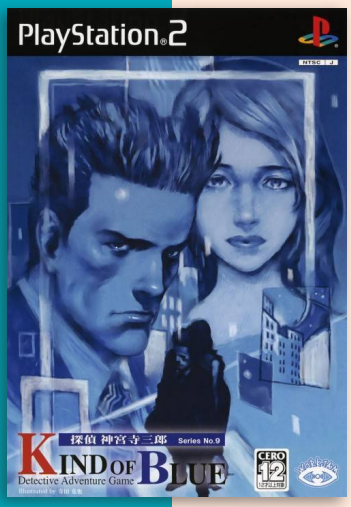
The game’s scenario was written by Yutaka Kaminaga of WorkJam.





Tantei Jinguuji Saburo: Kind of Blue

7.1



Developer WorkJam
Publisher WorkJam
Release date (jp) April 22, 2004
Genre Adventure
Mode 1 Player

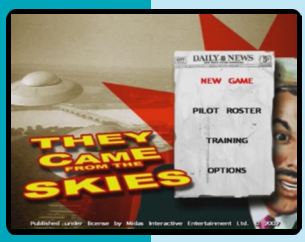
This is the second and last game released on the PS2. Player once again take control of Jake Hunter, a 32-year-old private detective who operates a detective agency in Shinjuku, Tokyo.

Jingūji is bored and tired after several months without any cases. He gladly returns to work when the Kantō mafia requests the investigation of a certain individual.

J

They Came from the Skies

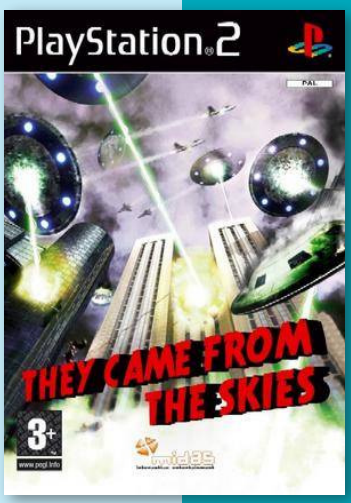
5.1



P

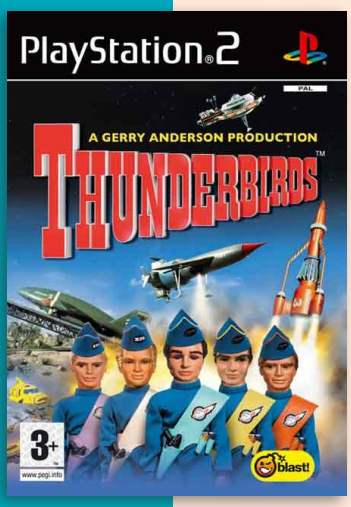
Developer Midas Interactive Entertainment
Publisher Midas Interactive Entertainment
Release date (eu) August 24, 2007
Genre Shooter
Mode 1 Player

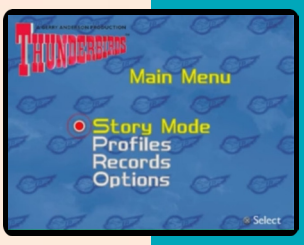
They Came From the Skies is an arcade 3D shoot-'em-up where the player can choose between two different look alike aircrafts of that decade - a jet fighter and a bomber. In the following 20 missions the main task is to keep control of the sky by fighting flying saucers and defeating mother ships. There is also the chance to enter the enemy's flying objects to beat them with their own weapons.



Thunderbirds

3.3





P

Developer Pukka Games
Publisher Blast! Entertainment
Release date (eu) July 6, 2007
Genre Action
Mode 1 Player

Thunderbirds is based on the TV series by the same name. The player enrolls in the International Rescue company and takes control of the Tracy family and their Thunderbird spacecraft's.

The game is played from a birds eye perspective and lets the player control the Thunderbird crafts. The game offers over fifty missions witch include transport nuclear material, navigating the depths of the ocean, explore space and help civilians.

Taishou Mononoke Ibunroku

6.5

Developer	Gust
Publisher	Gust
Release date	(jp) February 27, 2003
Genre	Strategy
Mode	1 Player

Taisou Mononoke Ibunroku is developed by Gust, creator of the Atelier Marie series. The story takes place in the era of Taisho in Japan, where there are demons, called mononoke, wandering at night.

There are 5 playable characters, each with different goals, stories and personalities.

The game is turn based, and divided into Adventure Part and Hyakki-Yagyou Part (RPG part), each turn is 15 days. In the adventure part players can collection information, purchase items and explore various places, special events also occur in specific days. In the RPG part, players will enter the battle fields, defeat all the mononokes and obtain the jade from the demons.

Players can also capture the mononoke and train them to battle for them. There are a total of 37 kinds of mononokes, each with its own special skills, elemental attribute. Players can equip the mononokes with different kinds of armors and accessories. The mononokes can evolve to various forms and classes.

"Tsubaki/MagicBox@the-nextlevel.com"

Tecmo Hit Parade

4.5

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) November 25, 2004
Genre	Compilation
Mode	1-2 Players

Tecmo Hit Parade is a collection of seven classic Tecmo arcade games. Bonus material include; dip switch settings, debug modes, reproduction of printed materials and instructions.

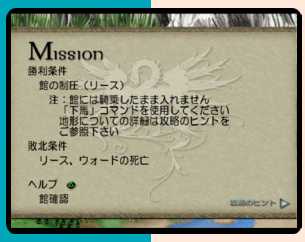
The games included are:

- Star Force
- Solomon's Key
- Bomb Jack
- Tecmo Cup
- Pinball Action
- Pleiads
- Senjyo

Xbox released a similar compilation called Tecmo Classic Arcade which was released worldwide. The Xbox version included 4 more games;
Rygar, Strato Fighter, Swimmer and Tecmo Bowl.

TearRing Saga Series: Berwick Saga

7.8



Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) May 26, 2005
Genre	Turn-based strategy
Mode	1 Player

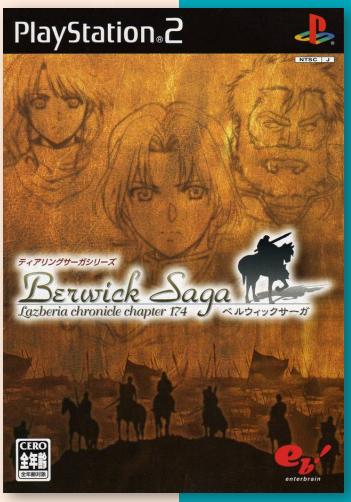
TearRing Saga Series: Berwick Saga is officially the sequel to the original PlayStation game, TearRing Saga: Utna Heroes Saga, the games are not significantly related by plot, and the Berwick Saga battle and skill systems borrow significantly less from Fire Emblem than the Utna Heroes Saga battle and skill system did; because of this, the two games barely resemble each other in terms of gameplay.

Berwick Saga takes place on the continent of Lazberia in the same world as Lieberia from TearRing Saga: Utna Heroes Saga, but roughly a millennium after the events of that game. The protagonist Reese is the young prince of Chinon arrives in the Duchy of Narvia with a small company of knights. However, beset by enemies both external and internal, the revitalized Berwick League is in danger of falling apart once more.

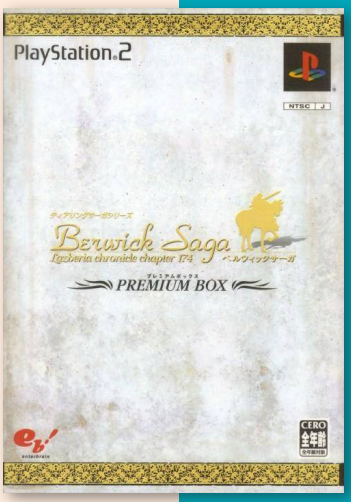
The sequel is still largely played as a tactical RPG, but featured fundamental differences from the first game, including character movement operating on a hexagonal layout instead of a square grid, being able to temporarily recruit random civilians by interacting with them, and being able to recruit them permanently if certain criteria are met.

Berwick Saga debuted at no. 2 on the Japanese weekly charts, but sold far less than its predecessor, selling only 84,000 copies. Analysts suggest the dip in sales was due to launching at the same week as a number of other Japanese titles, including Namco X Capcom, SD Gundam G Generation DS and Hanjuku Hero IV.

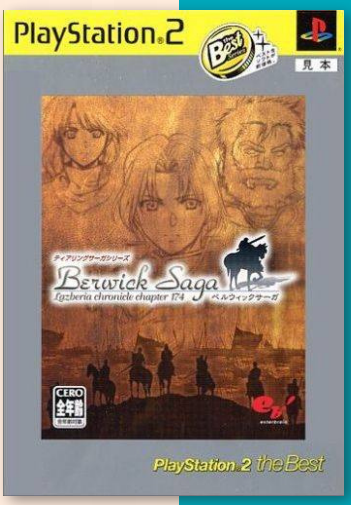
The game was well received, with Kotaku listing it as an honorable mention in their list of the best PlayStation 2 games of all time, with the reviewer stating that it was *"probably the best tactical strategy RPG [he] ever had the pleasure of playing"*. Despite this, it would be the last game in the series, and the last major game created by Kaga to date.



Premium Box



PlayStation 2 the Best



J

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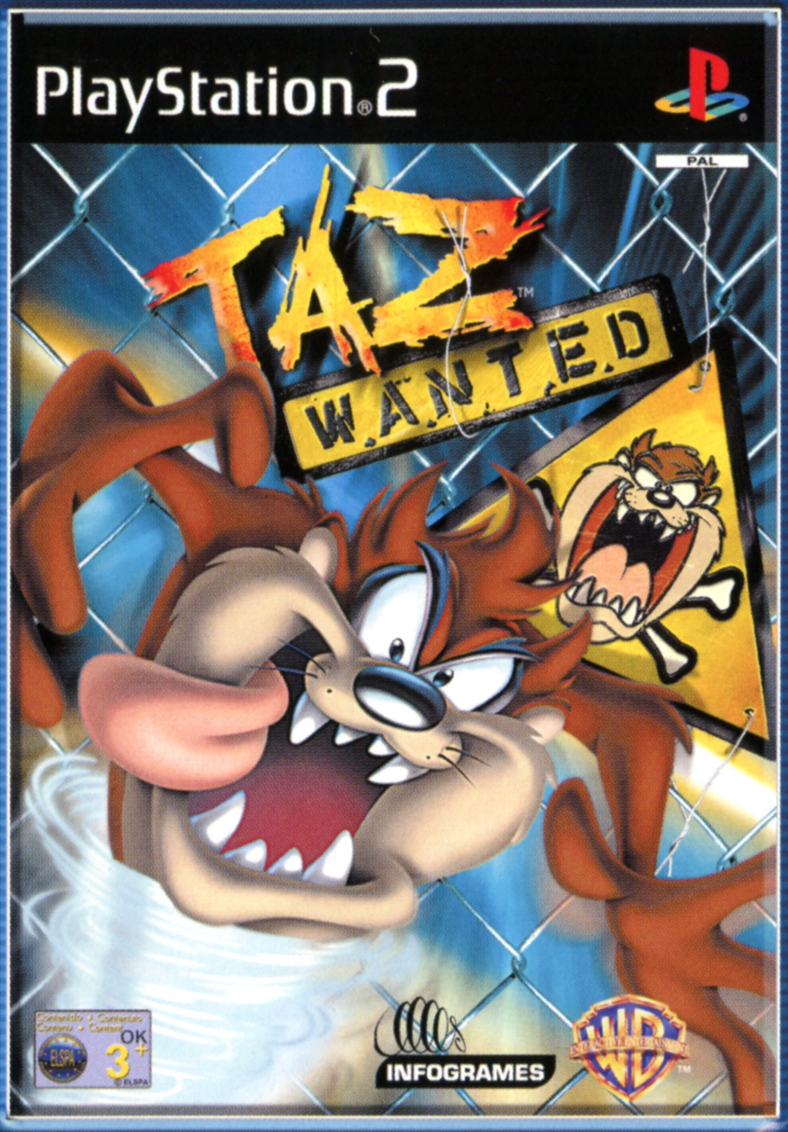

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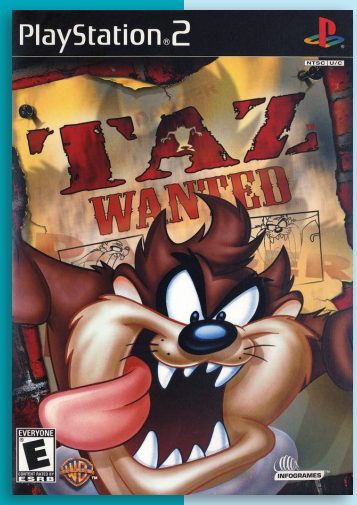
6.5



Developer	Blitz Games
Publisher	Infogrames
Release date	(us) September 17, 2002
Genre	Action-platformer
Mode	1-2 Players

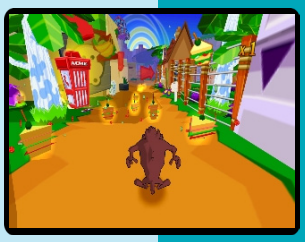
Taz: Wanted is an action-adventure video game released in 2002 by Blitz Games. The game features the Looney Tunes character the Tasmanian Devil.

The story has Yosemite Sam capturing Taz and locking him up as a circus animal and is planning to turn Taz's homeland into a amusement park. But Taz escapes from Sam and once again is going on the rampage to stop Sam's plans for his homeland.

Players will go through 15 different levels, each of which can be destroyed using spin, bounce and burp attacks. Taz can get foods such as hot chili and soda to aid his mission of vengeance against Sam.

The game was nominated for 2002 BAFTA award in category 'Best Children's Entertainment'.

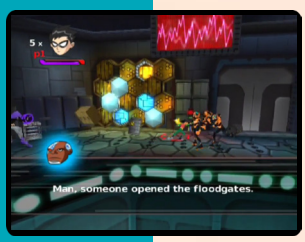
"mobygames.com"



N P

Teen Titans

5.6



N P

Developer	Artificial Mind and Movement
Publisher	THQ
Release date	(us) May 24, 2006
Genre	Beat 'em up
Mode	1-2 (4) Players

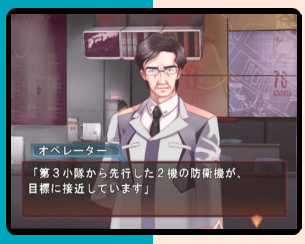
Teen Titans is based on the cartoon of the same name. The Titans receive a video game in the mail, but find themselves trapped inside when they try to play it. They must battle their way through many enemies, including bosses drawn from the show, to escape.

The game features the Teen Titans (Robin, Raven, Cyborg, Starfire, and Beast Boy) as playable characters in story mode. Players are able to switch between any of the five Titans in real time, each with unique fighting abilities, and the game allows up to four players simultaneously.

Aside from the game's story mode, players can fight against each other in a versus battle mode, known as Master of Games, with 31 unlockable characters.

Tenkuu Danzai Skelter Heaven

6.6



J

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) November 25, 2004
Genre	Adventure
Mode	1 Player

Tenkū Danzai Skelter+Heaven revolve around Wet Prope, a military project that create artificially-enhanced super-soldiers, capable of piloting large, powerful mechs known as Skelters. In the year 2030, 15 years after the project was initiated, hostile squid-like alien creatures have begun appearing, and there's nobody else but the Skelters pilots capable of fighting them.

Tenkū Danzai Skelter+Heaven is a sci-fi visual novel with very light rhythm game elements. The player takes the role of Otsuya, part of the Wet Prope project and the direct commander of the pilots. The game mostly proceeds as semi-voiced text and graphics, with occasional dialogue choices influencing the story and Otsuya's relationship with the pilots. Battle scenes play out from a first-person view from the cockpit; targets approach the center of the screen from different directions, and the player must press the correct buttons at the right time to "assist" the pilot. Performance in these sections also affects the outcome of the story.

The limited-edition package contains the game along with a drama CD, an artbook with production artwork, and a scenario material booklet for the anime adaption.

"mobygames.com"

Limited Edition

Technictix

7.3

Developer	Arika
Publisher	Arika
Release date	(jp) January 25, 2001
Genre	Music
Mode	1-2 Players

Technictix is a music/rhythm based game only released in Japan. The game features techno music as its backing, which causes ripples in the on-screen water. Players must move the in-game characters, Knitty and Rain to the ripples and tap buttons in line with the music.

The game also feature a multiplayer mode where two players can play simultaneously.

J

Technic Beat

6.7

Developer	Arika
Publisher	Arika , (us) Mastiff
Release date	(jp) November 7, 2002
Genre	Music
Mode	1-2 Players

Technicbeat is a sequel to Technictix and feature similar gameplay. Players select a song from a preset list and then "play" their chosen song using their on-screen character.

Most of Technicbeat's gameplay takes place on a square-shaped area called a "stage". During gameplay, circle-shaped "markers" appear on the stage. When these markers first appear, a small circle appears in the center of each marker and then expands like a ripple toward the marker's outer edge. The player's goal is to "activate" all the markers that appear by placing their on screen character on top of the marker and pressing a button when the marker's inner circle overlaps its outer edge.

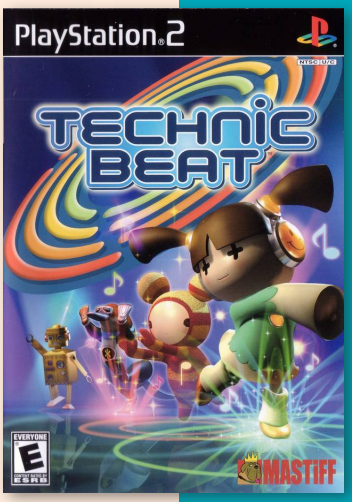
Similar to the groove gauge in Beatmania, Technicbeat has a "tension indicator" to notify a player of how well they is performing. This indicator fills when a player activates a marker and empties when the player misses a marker. In order to "pass" a song, the player must fill their tension indicator past a certain point, known as the "clear line".

At the end of each song, players are rewarded with points based on their accuracy, their timing, and the number of chains and chords formed.

The game has six playable characters. Each character has a unique "action" that allows that character to move markers from one place to another. In addition, each character also has their own individual "super action" that may only be used three times per song.

Technicbeat contains seventy-three unique songs. The music selection covers a wide range of electronic music, including trance, techno, and drum 'n bass. The game also contains remixes of songs from classic Namco games, including Mappy, Dig Dug, Galaxian 3, Burning Force, along with Arika's earlier Street Fighter EX.

On release, Famitsu magazine scored the game 32 out of 40.

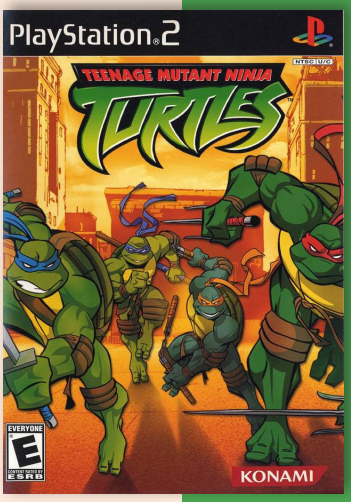


J N

Teenage Mutant Ninja Turtles

5.9

Developer	KCE Studios
Publisher	Konami
Release date	(us) October 21, 2003
Genre	Beat 'em up
Mode	1-2 Players



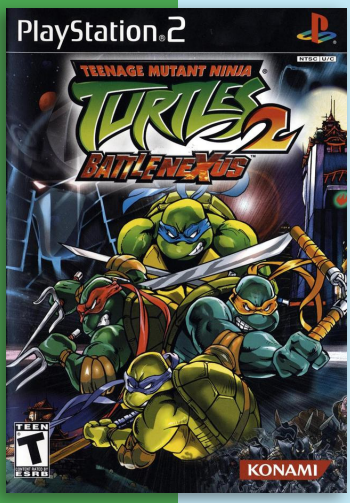
Teenage Mutant Ninja Turtles is a beat 'em up based on the 2003 TV series. The main gameplay loosely adapts different episodes from season, as well as a level that is not derived from the animated series.

The player can play as either Leonardo, Donatello, Michelangelo or Raphael. Each turtle has his own unique set of levels to complete. There is a story mode for one or two players, and there is also a versus mode where two players can fight head to head. In the versus mode, players can fight as all 4 turtles, Splinter, Casey Jones, Hamato Yoshi, The Turtlebot, Hun, Oroku Saki, and Shredder. A Challenge mode is unlockable by defeating Oroku Saki with any Turtle in the Story Mode, which needs to be complete to unlock Hamato Yoshi and his dojo.

N P

Teenage Mutant Ninja Turtles 2: Battle Nexus

4.7



Developer	KCE Studios
Publisher	Konami
Release date	(us) October 19, 2004
Genre	Beat 'em up
Mode	1-2 (4) Players

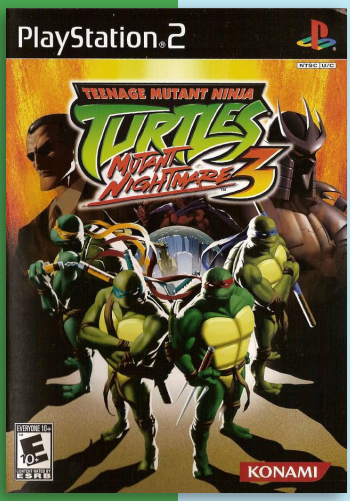
N P

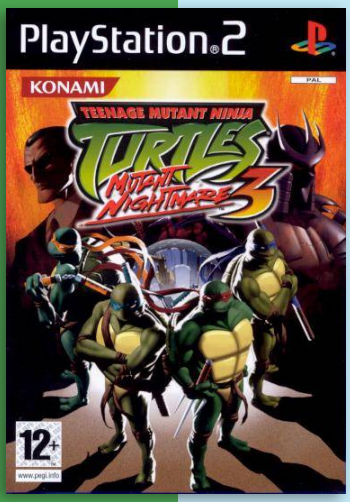
Teenage Mutant Ninja Turtles 2: Battle Nexus has cell-shaded graphics and has the classic arcade game of Teenage Mutant Ninja Turtles as an unlockable. Battle Nexus is based mostly on the end of the second season of the 2003 animated TMNT series. The game also has 4 tournaments consisting of waves of enemy attacks.

Unlike the 2003 TMNT game, Battle Nexus supports up to four players. Each turtle now has their own unique ability and special fighting moves that fit in with their personality: such as operating switches and computers, or moving or destroying stationary objects. In single-player mode, players can switch turtles on the fly in order to accomplish the various tasks. Throughout some levels, the turtles also have racing sections over various terrains.

Teenage Mutant Ninja Turtles 3: Mutant Nightmare

5.3





Developer	KCE Studios
Publisher	Konami
Release date	(us) November 1, 2005
Genre	Beat 'em up
Mode	1-2 (4) Players

Teenage Mutant Ninja Turtles 3 is divided into four sections, called "Episodes" dealing with different episodes, but mostly the third season.

The game has the same look and control scheme as the previous 2 games. Also, like the previous game it is a beat-em up action game. The game feature a 4-player mode. All 4 turtles can be on screen at the same time. With the other turtles players can make teamed up group attacks to attack a target and perform special moves. In addition there is an ultimate turtle mode, where the turtle will become temporarily invincible and be able to blow through lots of enemies easily. By gathering special items like crystals, players can upgrade their turtles, giving them new techniques and special moves.

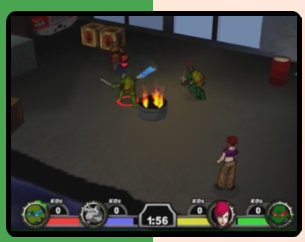
After competing episode 1 in Teenage Mutant Ninja Turtles: 3 Mutant Nightmare, the player will unlock a slightly altered version of the arcade game, Teenage Mutant Ninja Turtles: Turtles in Time.

"mobygames.com"

N P

TMNT: Mutant Melee

6.1

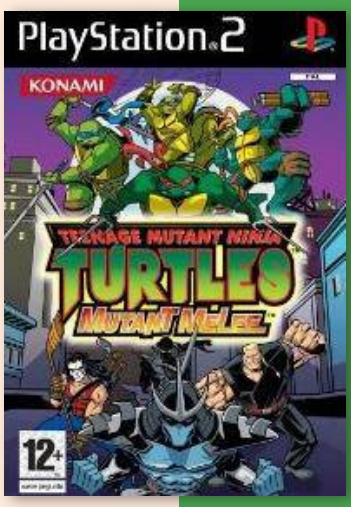


P

Developer	Konami Computer Entertainment Hawaii
Publisher	Konami
Release date	(eu) October 14, 2005
Genre	Fighting
Mode	1-2 (4) Players

Teenage Mutant Ninja Turtles: Mutant Melee is a 3D fighting game based on the 2003 animated series. The combat system is similar to the earlier games based on that series, but unlike them, it is a competitive vs. fighting game. It is not a traditional one-on-one fighter, but an arena-based, four-player game - somewhat along the lines of Power Stone. Most of the characters from the series are playable in this game

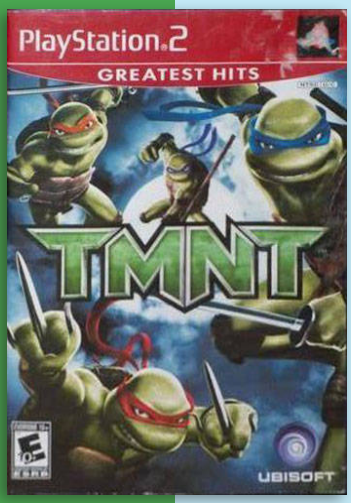
In the game there are 4 game modes: Last Man Standing, Knock Out, King of the Hill, and Keep Away.



TMNT

6.1

(us) Greatest Hits



Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) March 20, 2007
Genre	Beat em up
Mode	1 Player

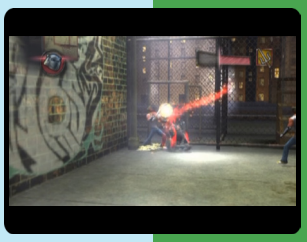
TMNT is a single-player action-adventure multi-platform action game based on the 2007 film of the same name, and was released three days before the actual movie's release for the Xbox 360, Wii, PS2, GameCube, Nintendo DS, and PlayStation PSP, as well as for the Windows.

The gameplay in TMNT contains many acrobatic segments in the vein of another Ubisoft game series, Prince of Persia. The game features 16 story levels and 16 unlockable challenge levels. Each turtle can perform moves like double jumping, running along and up walls, gripping onto tiny cracks in the walls, and jumping from wall to wall to scale heights. Most of the game is spent making their way to the next destination by using ninja moves to explore New York. Each character also has their own special move: Leo can traverse through walls, Raph can use his Sais to scale particular surfaces, Mikey can use his Nunchucks as helicopters to float for a short period, and Don can pole vault across long gaps with his Bo Staff.

Sometimes, battles will occur - in these situations, players will be locked in an arena and must battle all the enemies before they can move on. In battles players can use one button for standard attacks, or charge it for a more powerful one, and another button for light attacks that push enemies away. If the fellow turtles are on-screen, players can also hold down their character swap button for a tandem co-op attack.

Ubisoft secured the rights from Konami, who had produced all the previous TMNT games. The game's creative director Nick Harper said *"The TMNT movie is all about the emotions associated with family and teenage angst. We've taken that philosophy and turned it into gameplay mechanics that will be fun and challenging."* Ubisoft has stated the focus within the game is *"on the four turtle brothers finding out their differences and getting through family problems"*.

TMNT received mixed reviews with many critics praising its action platforming, while criticism went to its repetitive combat, bad camera, and lack of multiplayer.



Teenage Mutant Ninja Turtles: Smash-Up

7.2

Developer	Game Arts
Publisher	Ubisoft
Release date	(us) September 22, 2009
Genre	Fighting, Action
Mode	1-2 (8) Players

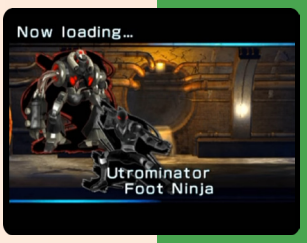
Teenage Mutant Ninja Turtles: Smash-Up is a fighting game for the Wii and PS2. It was developed by Mirage Studios and Game Arts, co-developer of Super Smash Bros. Brawl. Smash-Up has many similarities with Brawl, with similar game modes, gameplay and controls. The game was released by Ubisoft in September 2009 in celebration of the TMNT franchise's 25th anniversary.

Teenage Mutant Ninja Turtles: Smash-Up is a 4-player 2.5D fighting game. During battle, players attempt to KO opponents by depleting their life bar, knocking them off the stage or into traps. Each character has their own unique move set, with many able to perform additional techniques such as clinging to and leaping from walls. Characters are color-coded on-screen via an optional glow effect to help players keep track of their character. Like Super Smash Bros., the game features many customizable options for battles.

The game stresses interaction with the environment, and stages in the game feature traps, changes to the stage itself and interactive elements. Items will occasionally appear on the stage for players to collect, including life-restoring pizza and ninja skills that grant players special abilities like fire breathing and electrical shields.

In addition to standard Battle Royal multiplayer battles, Smash-Up offers several other gameplay modes. Arcade features a brief story in which Splinter arrange a tournament, with unique endings for each of the seven characters. Survival challenges players to defeat 100 opponents before they lose three lives. Swap-Out allows players to choose two characters and switch between them at will in battle. Mission Mode requires players to complete certain objectives in pre-set scenarios, such as attacking targets or defeating an opponent within a time limit. The game also features Tournament and Practice modes, as well as additional mini-games and online multiplayer features.

Upon release, the game received generally positive critical reception.



MASAHIRO KIMOTO

THE DIRECTOR OF TEKKEN TAG TOURNAMENT

by: PSM2 2000 Jan #01

Many developers are reporting that it's very difficult to develop for PS2. How long did it take you to finish the game?
We began to work on the arcade version of *Tekken Tag Tournament* in December 1998 and released it in July 1999. Another team had been making a basic study of developing the game on PS2 since February 1999 and exhibited it when PS2 was introduced to the public. Thereafter it took eight months to develop *Tekken Tag Tournament* title for PS2 by a joint team of the two.

It's hard to compare the development time with that for software developed by other manufacturers, but we completed it in a comparatively short time among the titles we have developed.

How much of PlayStation 2's potential do you feel you've used for Tekken Tag?
I have to answer that we used 100% of our capability at that time. When we worked on the first *Tekken*, we never imagined that a game like *Tekken 3* would be possible on the same PS. So we expect there will be the evolution we now never think of on and after the next game.

What aspects of the game are you happiest with?
We are happiest with all aspects of the game. Among them? All commands can be confirmed during playing.

Could you highlight some of the most impressive details of Tekken Tag for readers who have yet to see the new game?
I think they'd have to be the outstanding characters from the older games of *Tekken* series, and the more dynamic depiction of the fighting scenes. We have recreated a model apparently made of polygons into a character looking smooth and active (real) and scenes that show perspective (depth).

We miss the lengthy CG end movies and the long replays of 'finishers'. Why were these removed?
As for finishing moves we had to make them short to meet the specifications of the original *Tekken Tag Tournament* game, while in the CG end movies we wanted to produce a show using real models as a new trial, with players seeing character detail which can't be seen in the game. Another reason is that the game data took up most of the capacity of the CD-ROM, leaving storage short for many CG movies.

Why did you choose bowling as a hidden game?
Firstly we thought that we had to offer something enjoyable to players who find the game difficult, while introducing characters in *Tekken Bowl* to appeal to others who can't use all characters in the main game. The name is a parody of *Tekken 3* hidden game, *Tekken Ball*.

As a tip for getting a high score, remember that there are three types of characters, Herculean Strength, Backbone and Control First. Use Backbone (Paul, Heihachi, etc.) for the first pitch, then Control First (Xiaoyu, Wang, etc.) to earn points without fail, or a character holding a radar (Yoshimitsu, Bryan) to pinpoint. Out of all the characters, members of the development team have got perfect games with Paul, mostly...

What do you think is the maximum number of truly different characters you can feature in Tekken?
I think that we have reached the limit number of characters in every respect and feel it'll be hard to introduce more characters without affecting the personality of each character.

What do you foresee as the next revolution in fighting game play mechanics?
We always grope for its revolution. When we find the answer, we'll incorporate it in a game. The Emotion Engine in PS2 has made us realise exactly what *Tekken* lacks. We will prepare it to show you if the next *Tekken* is to be developed.

Where do you see the Tekken series going now?
I can only say that *Tekken Tag Tournament* was released as a game with different features from the rest of the *Tekken* series. I am not sure where it will go in the future althought we want to make a playing system different from both the *Tekken* series and *Tekken Tag* for the sake of fun when we work on the next version.

The Dream Match featuring All Stars in Tekken series!

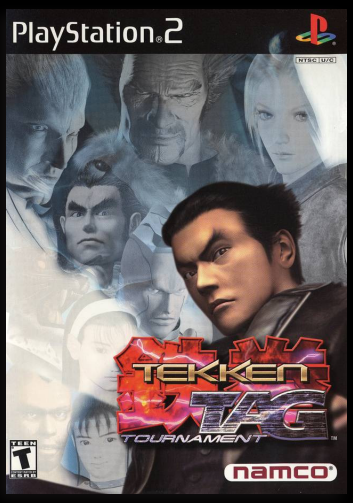
鉄拳シリーズのオールスターキャストによるドリームバトル!

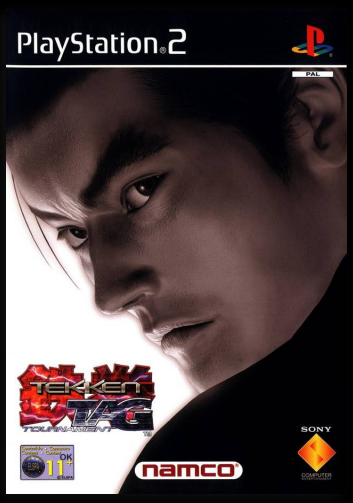
風間 仁
ポール・フェニックス
フォレスト・ロウ
レイ・ウーロン
キング
ニーナ・ウィリアムズ
吉光
リン・シャオユウ
ファラン
エディ・ゴールド
ジュリア・チャン
ガンジャック
風間 準
ベク・トーサン
ミシェール・チャン
アンナ・ウィリアムズ
アーマーキング
嵐竜
ブライアン・フューリー
平八

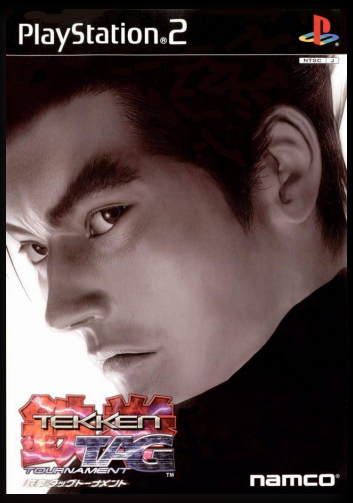
JIN KAZAMA
PAUL PHOENIX
FOREST LAW
LEI WULONG
KING
NINA WILLIAMS
YOSHIMITSU
LING XIAOYU
HWOARANG
EDDY GORDO
JULIA CHANG
GUN JACK
JUN KAZAMA
BAEK DOO SAN
MICHELLE CHANG
ANNA WILLIAMS
ARMOR KING
GANRYU
BRYAN FURY
HEIHACHI MISHIMA

TEKKEN TAG TOURNAMENT

8.5







JNP

Tekken Tag Tournament

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) March 30, 2000
Genre	Fighting
Mode	1-2 (4) Players

Tekken Tag Tournament was released as an arcade game in 1999 before becoming a North American and European launch title for the PlayStation 2 in 2000. The arcade version operated similarly, but ran on a 32-bit graphics engine like Tekken 3. It received upgraded graphics when it was ported to the PlayStation 2. A remastered version of the game titled Tekken Tag Tournament HD was released for the PlayStation 3 in November 2011, as part of Tekken Hybrid.

Tekken Tag Tournament is a non-canon game which means it has no storyline. According to Namco, it brought back the characters that did not return to Tekken 3: Baek Doo San, Bruce Irvin, Jun Kazama, and Kunimitsu. Their ages were still the same from the previous Tekken games. It is more of a compilation of the Tekken series giving fans the opportunity to play as almost every character in the series up to that point, including many of those that had apparently been killed off in the main Tekken storyline. Of all the returning characters, Kazuya Mishima was the most heavily promoted, as he was featured prominently on the game's cover art and promotional material.

Continuing the fighting mechanics from Tekken 3, Tekken Tag Tournament sees players battling in teams of two characters. At any point in the match, the player can hit a tag button to swap out with their other fighter, allowing the resting fighter to recover some lost health. The tag can be implemented in many ways, such as in between combos or utilizing special throws. At times when a resting fighter's lifebar is flashing, that character can be tagged in to be given a temporary boost in strength. Unlike other tag games such as Capcom's Vs. series, players are defeated when only one of their fighters lose all of their health, requiring players to be strategic about tagging their fighters. In the event of a timeout, the team with the most accumulative health remaining wins the round.

The game features over 35 characters that previously appeared in Tekken 2 and Tekken 3. In addition, there is a boss character, Unknown, who is similar to Tekken 3's Mokujin in that she can randomly imitate any character's fighting style, albeit she is able to change her style any time during the fight. The PS2 version added enhanced graphics and various modes, including 1-on-1 mode, in which players only choose one fighter each, and Team Battle, where players choose up to eight battles and play with the tag rules, with each new character replacing the one that was defeated (the remaining fighter must fight on his/her own). Also featured is the "Tekken Bowl" mode, a bowling minigame where each character has different attributes.

The arcade and console versions of Tekken Tag Tournament differ slightly. The arcade version utilized the graphics engine of Tekken 3. These graphics ran using the Tekken 3 PCB board, based on the PlayStation hardware. The console version ran on a highly updated engine, utilizing the PS2's graphics processor. The game does not run on a 32-bit engine, yet on a new

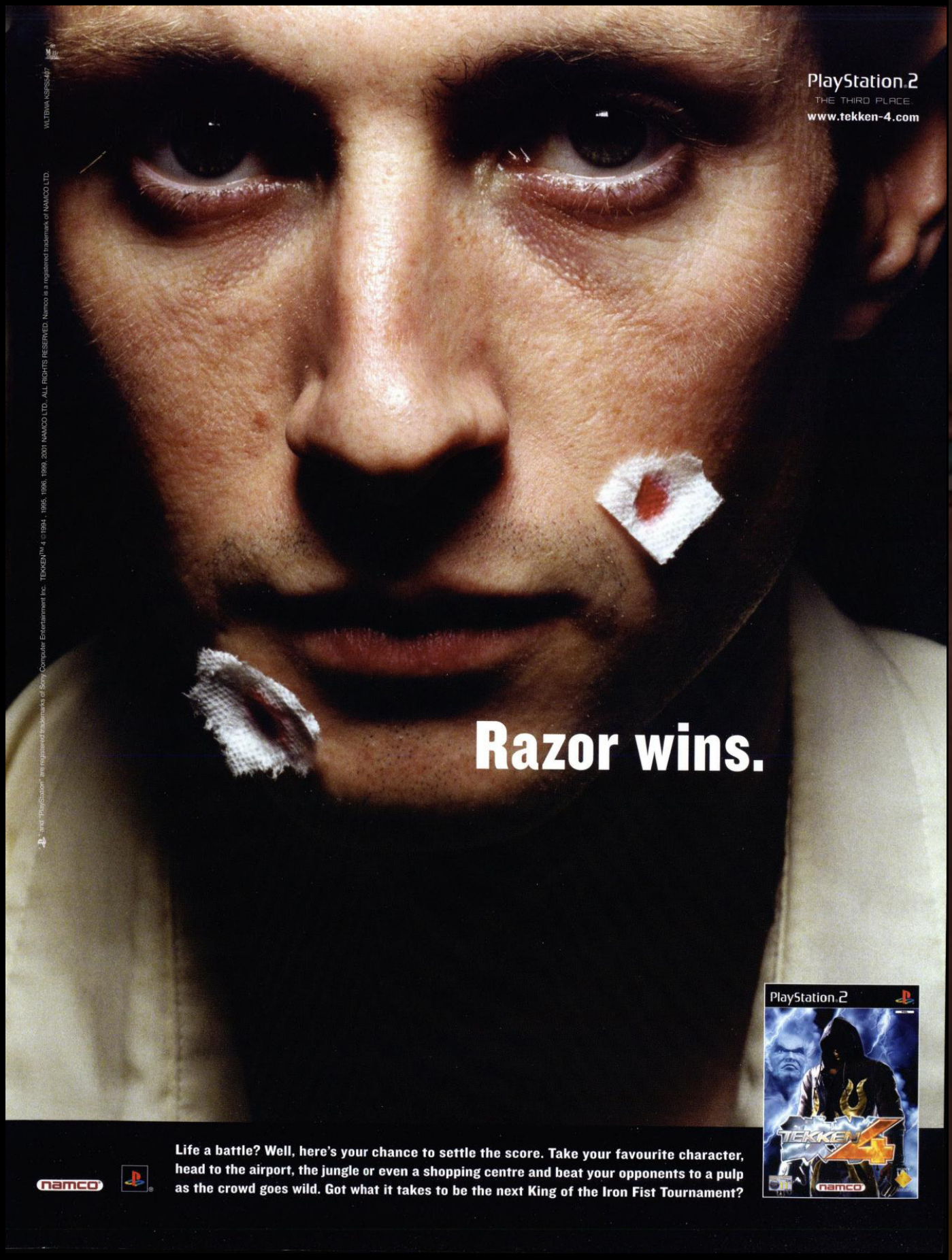
and updated engine highly similar to that found on Tekken 4. The background designs and BGMs differed too, as the console version has new updated tracks, while the arcade version was based on MIDI tracks with an instrumental backing. Unknown is not playable on the arcade version, yet the character is on the PS2 version. The arcade version also allows players to only select the alternative colors that have been added to the costumes at first, while the normally colored ones are unlocked when the bonus characters are. There are also crucial differences concerning the playability of the characters, as some moves or attacks are much more efficient in the arcade version than in the console version and vice versa.

As the game was made to be a compilation of previous games, the game include nearly every character from the original Tekken up to Tekken 3. The only absent characters in the game that were playable in previous entries of the series are the original Jack, the first King, the first Kuma, Marshall Law, Dr. Bosconovitch, and Gon. Dr. Bosconovitch, however, makes a cameo appearance in the Tekken Bowl mode as a spectator.

By July 2006, Tekken Tag Tournament had sold 1.4 million copies and earned $48 million in the United States. Next Generation ranked it as the 35th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of Tekken games released in the 2000s reached 3 million units in the United States by July 2006. It received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

Tekken Tag Tournament received highly positive reviews from critics. It has an aggregate score of 85/100 on Metacritic, and a score of 86% at GameRankings. Jeff Gerstmann of GameSpot gave it a 9.6 out of 10 described it as *"delivering the same solid gameplay that Tekken fans crave in large doses"* but added *"wait for Tekken 4 to find that out"*. IGN gave it an 8.7 out of 10, praising its graphics and character moves. Prince Paul of GamePro praised Tekken Tag Tournament for its visuals *"where you could see individual blades of grass!"* In Japan, Famitsu scored the PS2 version of the game a 38 out of 40.

The game was added to the list of Sony Greatest Hits games on March 1, 2002. In 2007, IGN listed Tekken Tag Tournament as the 23rd best game on the PS2. In 2008, PSM stated *"Tekken Tag is regarded as the best installment in the series"*.



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WLTBWA KSPS5497

namco

Life a battle? Well, here's your chance to settle the score. Take your favourite character, head to the airport, the jungle or even a shopping centre and beat your opponents to a pulp as the crowd goes wild. Got what it takes to be the next King of the Iron Fist Tournament?

Tekken 4

7.9

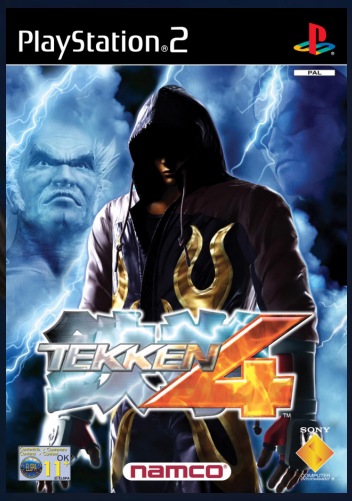
Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) March 28, 2002
Genre	Fighting
Mode	1-2 Players

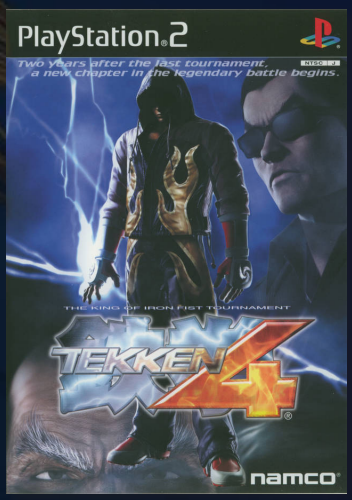
Tekken 4 is the fourth main installment in the Tekken franchise, and was the second game in the Tekken series released for the PS2. Developed and published by Namco, it was released as an arcade game in 2001 and on the PlayStation 2 in 2002. While relatively popular in its day, it is often considered by fans to be the worst main-series Tekken game, due to the omission of many popular characters and the introduction of major balance issues and bugs that impaired competitive play. It is also considered the most experimental Tekken game, featuring several game-changing new mechanics that never returned in later iterations.

The game takes place two years after the King of Iron Fist Tournament 3. The former fighting champion and corrupt oligarch Heihachi Mishima is attempting to achieve immortality. To do so, he needs the Devil gene, possessed by both his son Kazuya, whose body is stored in the labs of the G Corporation, and his grandson Jin. However, Heihachi's Tekken Force is defeated by the resurrected Kazuya. Meanwhile, Jin goes into a self-imposed exile. In order to lure Kazuya and Jin out, Heihachi announces the fourth King of the Iron Fist championship, the final prize being the ownership of his corporation.

Tekken 4 introduced significant new gameplay changes from the previous games in the series. For the first time, it allowed players to maneuver around an arena interacting with walls and other obstacles for extra damage. These "environmental hazards" in turn allowed players to juggle opponents for consecutive combos and allowed the designers to implement a "switch maneuver", which let players escape from cornering and throw the tide in their favor. Also, the game engine had been tweaked to be more focused on the environment, causing the characters to move more slowly and fluidly than in Tekken Tag Tournament. Finally, the game introduced a brand new graphics system, that featured increased lighting, dynamic physics, and smoother surfaces.

In high-level tournament play, it became apparent that the engine changes caused the game to heavily favor quick jabs and punches, upsetting





J N P

some fans due to the decline in usefulness of more complex moves and strategies. Jin Kazama especially was very over-powered, and if one were to look at the tournament records, he was used by nearly every top player.

Tekken 4 includes a beat em' up minigame available from the outset called Tekken Force. Similar to the previous minigame found in Tekken 3, it presents the player with an over-the-shoulder perspective as they fight wave upon wave of Heihachi Mishima's Tekken Force soldiers through four stages, eventually facing Heihachi himself. The player can pick up health and power-ups while they fight waves of enemies. In the mini-game, it is discovered that the Tekken Force soldiers possesses different ranks in the organization, evident in different amounts of stamina, strength, and skill. A new Story mode in the home version unlocks cutscenes when played, in contrast to previous installments in which such cutscenes were unlocked from playing the Arcade mode.

The game features a total of 23 characters. Returning from Tekken 3 are Bryan Fury, Eddy Gordo, Heihachi Mishima, Hwoarang, Jin Kazama, Julia Chang, King II, Kuma II, Lei Wulong, Ling Xiaoyu, Nina Williams, Panda, Paul Phoenix, and Yoshimitsu. In addition, there are three characters from Tekken 2 who make their return to the canon series (two of them have previously appeared in the non-canon Tekken Tag Tournament): Kazuya Mishima, Lee Chaolan, and Marshall Law.

The game also introduces six new characters to the roster: Christie Monteiro, a Capoeira student in search for her friend and teacher, Eddy Gordo, Combot, a general purpose robot created by the Violet Systems who is able to mimic other characters' fighting styles, Craig Marduk, an undefeated Vale Tudo fighter who had killed Armor King and is joining the tournament under the lure of Armor King's student King II, Miharu Hirano, the best friend of Ling Xiaoyu who also serves as her palette swap, Steve Fox, a young boxing champion who seeks to find out about his past, and Violet, the alter-ego and palette swap of Lee Chaolan.

While most characters face Heihachi at the end, four characters have their own boss characters: Kazuya and Hwoarang face Jin, Lee faces Combot, and Heihachi faces Kazuya. In addition, Tekken 4 featured unusual costumes for the returning characters, and replaced the character Mokujin with Combot.

Tekken 4 has received an averaged score of 81% at GameRankings and 79/100 at Metacritic. Edge gave it a mediocre review, highlighting the game's experimental and pretty nature, and that overall it is a more solid and thoughtful proposition than its predecessor, but concluded that the game feels *"over-familiar and curiously uninspired."* On the other hand, GameSpot's Greg Kasavin referred to it to *"one of the better fighting games in years"* and *"an extremely solid, long-lasting, accessible, and fun-to-play fighting game that comes from one of the world's best developers of the genre."* GameSpot later nominated Tekken 4 for "Best Fighting Game of 2002". IGN's Jeremy Dunham noted the walls and confined spaces as *"probably Namco's wisest decision,"* and called the game *"a solid fighter in every sense of the word."*

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Tekken 5

8.8

Developer	Namco
Publisher	Namco
Release date	(us) February 24, 2005
Genre	Fighting
Mode	1-2 Players

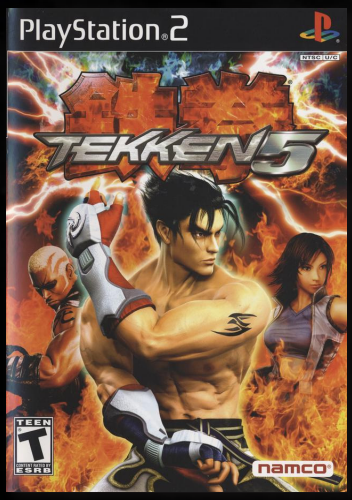
Tekken 5 was released for the arcades and in 2005 for the PS2. It is the fifth main installment, in the Tekken series, marking the tenth anniversary of the series. The game was upgraded to Tekken 5.1, which had mostly balance changes to the gameplay, and later an update Tekken 5: Dark Resurrection which was released for arcades in 2005 and later ported to the PSP as Tekken: Dark Resurrection and on the PS3.

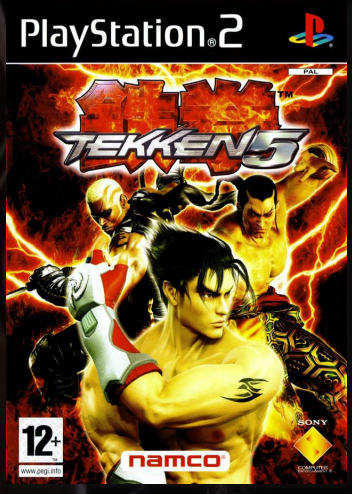
Set moments after Tekken 4, Jin Kazama's departure from the Hon-Maru dojo, G Corporation helicopters approach and begin deploying Jack-4s pods on the building Heihachi and Kazuya Mishima were in during the final scene of the previous game. Kazuya betrays his father and escapes, while Heihachi is presumably killed. However, the Mishima Zaibatsu continues operating as usual under undisclosed leadership. When the fifth King of the Iron Fist tournament is announced, both Kazuya and his son Jin enter in in an attempt to solve the mystery.

Tekken 5 incorporates a faster, more fluid fighting system, improved graphics, returning characters, and some of the Tekken series' trademark infinite stages. New to Tekken 5 is the crush system which affects the vulnerability of a character while they attack. For example, a move with jumping properties, such as a hopkick, will be completely invulnerable during most of its animation time to all of an opponent's low attacks.

It also retains its wall juggling concept from Tekken 4, but the element is effectively less easy to abuse and easier to defend against. The home version is a collector's edition of sorts, as it includes the arcade versions of Tekken, Tekken 2, Tekken 3, and StarBlade (as a mini-game at start up). Tekken 5 also allowed players to customize their fighter for the first time, allowing them to change the colors of their outfits, buy additional costumes (only available to a few characters), and equip them with items by using money gained from playing the Story, Survival, Time Attack, the side-story Devil Within, and Arcade Battle modes.

Tekken 5 includes a beat 'em up minigame in direct lineage to the Tekken Force modes in





J N P

Tekken 3 and Tekken 4 called Devil Within. This minigame follows the adventures of Jin Kazama as he searches the G Corporation in search for information on his missing mother and other answers. Being somewhat story oriented, the player is not permitted to use their own choice of characters like previous iterations. The game also uses a limited button system, incorporating a Block and Jump button as well as sizing down the attack buttons to simple "Punch" and "Kick" buttons (though, some of Jin's fighting special moves can still be performed such as his Demon's Paw). Along with fighting various Jack models in the mini-game, the player must pursue minor key quests to proceed. This mode is one of the two ways to unlock the playable version of Jin's Devil incarnation, Devil Jin.

The raised and lowered sections of floors featured in the Tekken 4 levels were removed for the fifth installment. This change made gameplay throughout each stage generally similar, aside from wall placements. In addition to removing the uneven nature of the Tekken 4 styled stages, the design team returned to the style of stages from previous games by having some stages without barriers by allowing them to be infinitely scrolling. For walled stages, the fights take place in fairly symmetrical boxes without any uneven walls (again, removing a feature introduced in Tekken 4). Floors could also crack after one of the characters hit it hard enough. Only one part of a stage can be cracked at a time, however.

Other changes over the Tekken 4 design included the removal of the positional change techniques, bringing back traditional air combat (Tekken 4 removed back and vertical leaps in favor of a more fluid 3D combat model) and using a juggle system more akin to Tekken 3 as opposed to the 4th game's less juggle-friendly gameplay. The fighters were also forced to remain stationary prior to the round beginning (Tekken 4 allowed the fighters to move freely before the opening of a round, fitting in with the more position-based gameplay of that game).

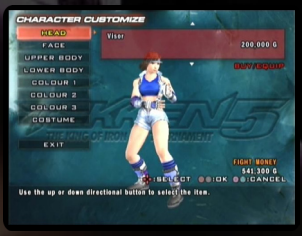
The single biggest change is Devil Within mode. This is the fourth installment in the Tekken Force series (the first two instalments can be found in Tekken 3 and Tekken 4 respectively. The third instalment was released as the Tekken spin-off game Death by Degrees). Similar to Death by Degrees, 'Devil Within' focuses solely

on one playable character, Jin Kazama. This is a traditional platform game in which players must guide Jin through a series of labyrinth style levels and entire enemy armies. This mode features bosses, such as True Ogre (from Tekken 3), who is not playable in Tekken 5.

The opening loading screen features a few seconds from a video game based on an early 3-D Namco space flyer StarBlade. Like with Galaga in the PlayStation version of the original Tekken, players can control the space ship in the demo. The game can also be unlocked for full play in Arcade History mode. In addition, players can also play the Arcade versions of the first three Tekken games. Each game comes with an option to use only the default characters, or use the bosses and sub-bosses too; console only characters are not featured.

The game features a total of 32 playable characters. Most characters from Tekken 4 return, including Bryan Fury, Christie Monteiro, Craig Marduk, Eddy Gordo (unlockable, costume swap for Christie), Heihachi Mishima, Hwoarang, Jin Kazama, Julia Chang, Kazuya Mishima, King II, Kuma II, Lee Chaolan, Lei Wulong, Ling Xiaoyu, Marshall Law, Nina Williams, Panda, Paul Phoenix, Steve Fox, and Yoshimitsu. Like its predecessor, the game also sees the return of several characters from earlier games (mostly from Tekken 2) that previously were cut from the canon series, including Anna Williams, Baek Doo San, Bruce Irvin, Ganryu, and Wang Jinrei, while removing Xiaoyu costume swap Miharu Hirano, Lee's alter ego Violet, and Combot, who was replaced by its predecessor Mokujin.

In addition to returning characters, the game introduces seven new characters, six of which are playable: Asuka Kazama, a hot-blooded high school student practicing Kazama Style Traditional Martial Arts, Feng Wei, an arrogant prodigy of the God Fist, the fifth model of Jack series again sent by his creator, Jane to retrieve Jack-2's memories from Mishima Zaibatsu, Raven, a mysterious ninja agent, the wife-and-son duo of boxing kangaroo Roger set, Devil Jin, the Devil form of Jin who uses Jin's old move set composed of his parents' martial arts and also serves as the Stage 8 sub-boss, and Jinpachi Mishima, the father of Heihachi who is resurrected from the dead by a vengeful spirit and serves as the unplayable final boss of Arcade mode. After beating him new game play theme songs and clips are unlocked.



It is the first canonical installment of the series to have twenty default characters as opposed to ten in the previous three games and eight in the original (the non-canonical Tekken Tag Tournament also had twenty default characters).

As opposed to Tekken 4 where every character spoke either Japanese or English, the developers had some of the characters speak their native languages in Tekken 5.

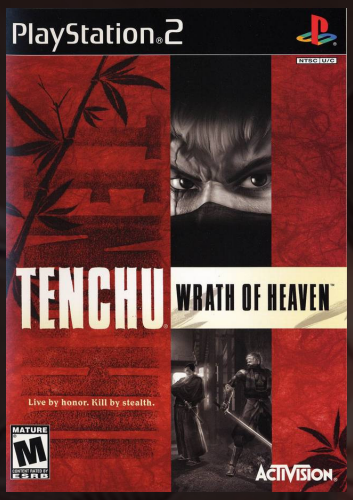
This Tekken game is notable for being the first game in the series to be a sponsor for a professional combat sport. That being the global wrestling company, WWE hosting Backlash back in April 2005.

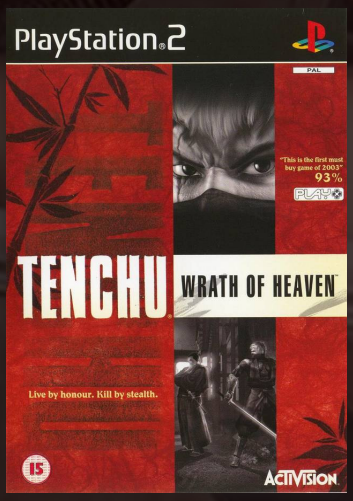
Tekken 5 was met with mainly positive critical response, resulting in the scores of 89% at GameRankings, and a score of 88 out of 100 at Metacritic. The game's critical praise was matched with commercial success. As of July 2009, it has sold around 6 million copies.

Tekken 5 was ranked by Complex as the sixth best Playstation 2 game. SNK staff member Falcoon said Tekken 5 was one of his favorite games in 2005.

7.9

Tenchu: Wrath of Heaven





JNP

Developer	K2 LLC
Publisher	From Software, (us, eu) Activision
Release date	(us) March 3, 2003
Genre	Action-adventure, Stealth
Mode	1-2 Players

Tenchu: Wrath of Heaven is an action-adventure stealth game developed by Capcom subsidiary development studio K2 LLC and originally released for the PS2. It was later ported to the Xbox and PSP. Unlike the first two Tenchu games, Tenchu 3's story and gameplay is focused heavily on sorcery and magic.

This is the third game in the Tenchu series and takes place a year after the events of Tenchu: Stealth Assassins, chronologically. The game is set in Feudal Japan. The game's plot plays differently depending on the character chosen, but connects at certain points. The story revolves mainly around Rikimaru's return and the struggle for the Three Jewels, which are said to give power to those who possess them.

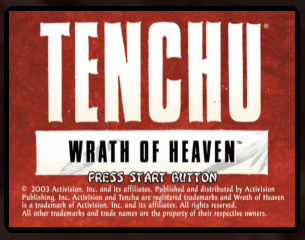
The three playable characters include; Rikimaru (力丸), a physically strong and powerful ninja. Ayame (彩女), an agile young kunoichi (a female ninja). And Tesshu Fujioka (鉄舟藤岡), a new character for the series, unlocked after completing Rikimaru and Ayame's story. He is a village doctor that disguises as an assassin for the Muzen. Tesshu uses brute force, and pure strength in battle and uses his fists as his weapons.

Using stealth ability, players must search their way through mission after mission, completing quests either as Rikimaru or Ayame. Various weapons and items, including the nimble ninja sword and the bow and arrow, will aid them in their quest.

The game also supports 2 player co-op and deathmatch modes.

Wrath of Heaven received "generally favorable" reviews according to Metacritic.

Ryan Boyce of Maxim gave Wrath of Heaven a perfect ten score, stating that, *"If you're the kind of guy who likes to chop his prey into Sizzlean before he gets a whiff of your bad man musk, then the ninjas of Tenchu: Wrath of Heaven are right up your dojo."* A 2015 retrospective by Eurogamer described Wrath of Heaven as the apex of the series, featuring *"a tangible sense of purpose and poetry"*.



Tenchu: Fatal Shadows

5.8

Developer	K2 LLC
Publisher	From Software, (us, eu) Sega
Release date	(jp) July 22, 2004
Genre	Action-adventure, Stealth
Mode	1 Player

Tenchu: Fatal Shadows is an action-adventure stealth video game developed by K2 LLC and released for the PS2 in 2004. The PSP version of the game, Tenchu Kurenai Portable, was released in Japan in 2010.

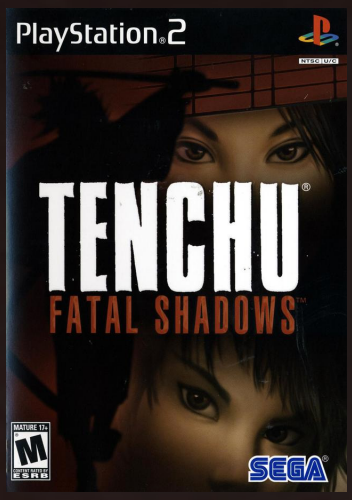
The game is a interquel in the Tenchu series, taking place in sometime between the original game and Tenchu 3. Ayame, a longtime member of the Azuma Ninja Clan, is working for a feudal lord. Dispatched for a mission in a destroyed village she meets Rin who believes Ayame destroyed her village. The two briefly battle, although Rin soon realizes that the other kunoichi is not responsible for the destruction of her village. The pair then form an alliance so that they may better achieve their personal agendas. Rin wields a sword called Natsume, but prefers to fight in unarmed combat, like Tesshu and Tatsumaru. She seeks to avenge her slain kin.

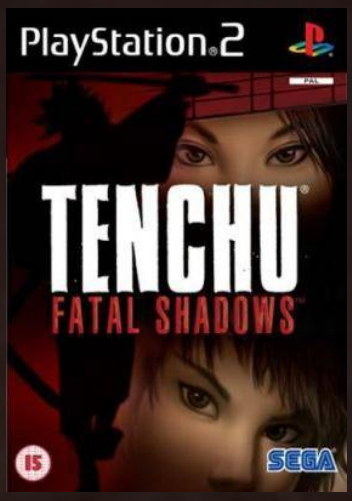
Players take control of one of two kunoichi (female ninja), trying to complete missions.
Rin is a playable character and she replaces Rikimaru as a protagonist of the story. She is voiced by Satsuki Yukino and Allison Scagliotti.
The second playable character, Ayame, is a longtime member of the Azuma Ninja Clan.

This game is much like that of Wrath of Heaven, the previous entry in the series, with the ability to drag off the victims' dead bodies after a kill making a return. Instead of Kanji points being increased after a stealth kill, scrolls are gathered. Double stealth kills are possible when two enemies are together. Each stealth kill has a name listed below as it's played out.

The PlayStation Portable version of the game, Tenchu Kurenai Portable, was released in Japan in 2010. The game has been optimized for the PSP's screen size, and featured tweaked graphics and a new character costume.

Tenchu: Fatal Shadows received "mixed or average" reviews, according to Metacritic.





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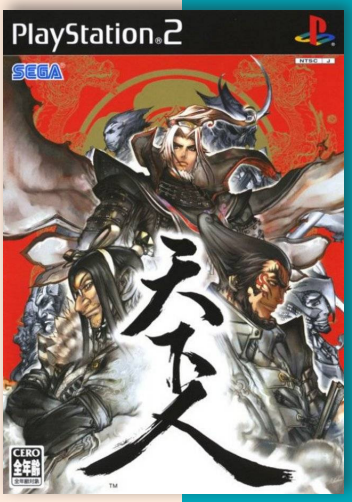
6.4

Tenka-bito

Developer	Shade
Publisher	Sega
Release date	(jp) March 2, 2006
Genre	Simulation, Real-time strategy
Mode	1 Player



Tenka-bito (天下人) is a strategy-RPG for the PS2 developed by Shade and published by Sega. It was only released in Japan. Character designs are by Shishizaru.

The game is set during the Sengoku (Warring States) era. Tenkabito features multiple main characters and massive armies battling in real time. Each character has his own individual story and ends up making new allies and enemies along the way. Battles have a loose connection to real battles from the past. Players prepare an army consisting of soldiers, cavalrymen, archers and other combatants, then face off in a real time battle to determine the victor. The players generals and armies earn experience as they battle, rising in level once they've reached a certain experience value.

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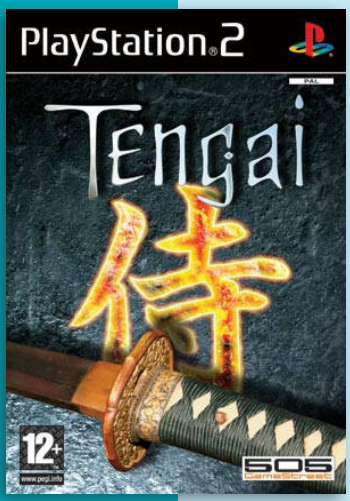
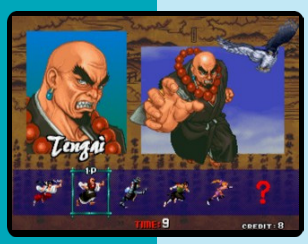
J

Tengai

7.5





Developer	X-Naut, Psikyo
Publisher	505 Game Street
Release date	(ko) Jul 27, 2005
Genre	Shooter
Mode	1-2 Players

Sengoku Blade, also known as Tengai outside Japan, is a horizontally scrolling shoot 'em originally released for arcades in 1996 as a sequel to their 1993 shooter Sengoku Ace. The game and its predecessor were also released together in the Psikyo Shooting Collection Vol. 2. In Europe the two games were sold separately.

The game is set in a historical fantasy version of the Sengoku period of Japanese history, featuring demons, magic and steam-powered robotics.

The player may choose from five playable characters at the start and may unlocked two more. Items include a power-up to increase weapon power level, bombs, and bonus coins to increase score. Holding down the standard shot button can provide a more powerful shot.

It was followed by Sengoku Cannon: Sengoku Ace Episode III, released for the PSP in 2005.

P

Tengai Makyou II: Manji Maru

7.0

Developer	Red Co., Hudson
Publisher	Hudson
Release date	(jp) October 2, 2003
Genre	Role-playing
Mode	1 Player

This is part of the Far East of Eden series and a remake of the original Tengai Makyō II game for PC Engine. Players control Majinmaru, a young warrior who is chosen by the destiny to rid the ancient world of Jipang from the evil, and the allies he meets on his journey.

The game is set in a unique alternative medieval Japan, a world which is mostly based on the European's image of Japan, with deliberately exaggerated characteristics and clichés.

The graphics have been completely remade, although the 3D characters were made to look in the style of old 2D RPGs. There are also animé-style videos who have a distinctly comic look. The battles are fought from first person perspective, and have a fairly standard system of physical attacks and magic.

"mobygames.com"

Tengai Makyou III: Namida

8.2

Developer	Hudson
Publisher	Hudson
Release date	(jp) April 14, 2005
Genre	Role-playing
Mode	1 Player

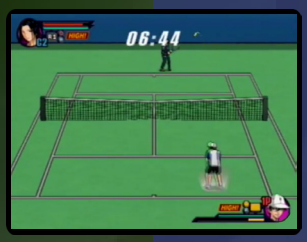
Tengai Makyō III: Namida is the sixth Tengai Makyō role-playing game, and the third in the main series (following Manjimaru). Like most of its predecessors, it is set in Jipang, a fantasy land that reminds medieval Japan.

The game features similar setting, humor, and gameplay system to other installments of the series. It utilizes a standard Japanese role-playing system with turn-based battles, weapon and accessory equipment, physical attacks and special techs, magic, etc. The enemies are random and often appear in very large groups, but the player can also target a whole group of enemies even with physical attacks.

Active party contains up to three combatants; however, a larger number of characters join the player character Namida on his quest.

Tennis no Oji-Sama: Smash Hit!

7.4



J

Developer	Konami
Publisher	Konami
Release date	(jp) July 24, 2003
Genre	Sports
Mode	1-2 (4) Players

Tennis no Oji-Sama: Smash Hit! is one of the several games for the PS2 based on the Prince of Tennis manga series about a tennis prodigy.

The game is a tennis game and was released in two variations, a standard and a limited edition containing collectible trading cards. Smash Hit includes most of the players' specials moves up until the end of the Kantou tournament, so any moves introduced after are not included in the game.

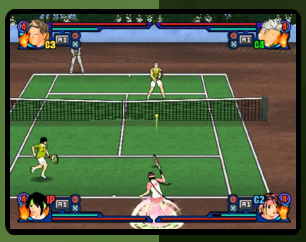
Tennis no Oji-Sama: Smash Hit! 2

8.0

Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Sports
Mode	1-2 (4) Players

Smash Hit! 2 is an updated version of Smash Hit. It features more than 40 characters from the manga, and each playable character have their own unique special moves. In addition to tennis, there are a couple of bonus games included, such as bowling.

This game also has an extra DVD featuring 2 minute special of the Seigaku Regulars being interviewed by Gekkan Pro Tennis's Saori Shiba.



J

Tennis no Oji-Sama: Sweat & Tears 2

7.5

J

Developer	Tenky
Publisher	Konami
Release date	(jp) September 25, 2003
Genre	Sports
Mode	1 Player

Sweat and Tears 2 is the sequel to a 2002 PlayStation game. It is part dating simulation, part mini-game collection. Players take part in high school life and romantic adventures in a tennis class.

The developers hired a large voice cast to supply each character with unique intros and voice-over work.

"princeoftennis.fandom.com"

Tennis no Oji-Sama: Rush & Dream!

8.6

Developer	Tenky
Publisher	Konami
Release date	(jp) December 9, 2004
Genre	Sports
Mode	1 Player

The game concentrates on the exploits of junior characters and their rise up to becoming a tennis star. It feature the characters from the manga along with several original female characters that interact with the Tenipuri boys. Most of the game takes place in the dreams of the girls where the Tenipuri characters ends up in weird situations that includes boybands, vampires, and other situations.

Tennis no Oji-Sama: Gakuensai no Oji-Sama

7.8

Developer	WinkySoft
Publisher	Konami
Release date	(jp) December 22, 2005
Genre	Visual novel
Mode	1 Player

Players take the role of Hirose Shizuka, a second year student. Main character, Keigo Atobe, decides to open a gakuensai (school festival) which involved some schools' tennis team, and Shizuka is chosen as the Uneiin (manager) for her school.

The gameplay revolves around visual novel, managing jobs for the boys and playing mini-games.

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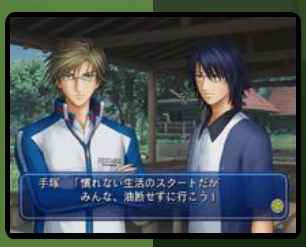
Tennis no Oji-Sama: DokiDoki Survival - Sanroku no Mystic

7.7



Developer	WinkySoft
Publisher	Konami
Release date	(jp) December 21, 2006
Genre	Visual novel
Mode	1 Player

Players take the role of Kohinata Tsugumi daughter of a ship captain who is currently shipping the tennis teams. After a storm Kohinata and the boys are stranded on a deserted island.

The game follow the usual visual novel gameplay where players talk to the boys, managing and helping the boys in their various survival chores, and play different mini-games.

7.5

J

Tennis no Oji-Sama: DokiDoki Survival - Umibe no Secret

Developer	WinkySoft
Publisher	Konami
Release date	(jp) January 25, 2007
Genre	Visual novel
Mode	1 Player

This game is a companion game to Umibe no Secret. Players take the role of Fujimoto Ayaka, the friend of Kohinata Tsugumi. The game follow the same story but from her point of view. In this game and Umibe no Secret, the team divide themselves in two groups, where Fujimoto joined the beach team while Tsugumi joined the mountain team.

The gameplay follow the same formula.

Tennis no Oji-Sama: Card Hunter

8.2

Developer	WinkySoft
Publisher	Konami
Release date	(jp) February 22, 2007
Genre	Turn-based strategy
Mode	1 Player

Prince of Tennis - Card Hunter is the first installment of digital card gaming of the Prince of Tennis anime and manga series. It is based on the real Prince of Tennis Trading Card Game created by Konami in Japan.

Tennis no Oujisama - Card Hunter is single-player only.

"princeoftennis.fandom.com"

J

8.5

J

Tennis no Oji-Sama: Kiss of Prince Flame

Developer	Konami
Publisher	Konami
Release date	(jp) October 30, 2003
Genre	Music
Mode	1 Player

Kiss of Prince -Flame Version- is billed as a music clip game. This interactive music and mini-game collection is based on the tennis-themed manga of the same name.

The game was available in two varions: Kiss of Prince Ice (Blue) and Kiss of Prince Flame (Red).

Tennis no Oji-Sama: Kiss of Prince Ice

9.0

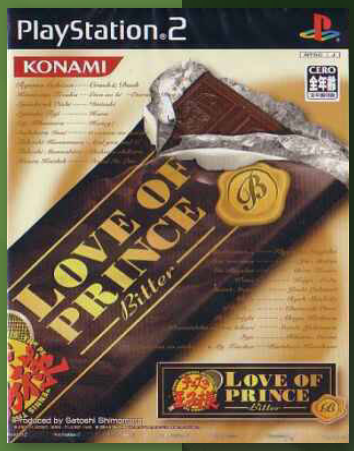
Developer	Konami
Publisher	Konami
Release date	(jp) October 30, 2003
Genre	Music
Mode	1 Player

Tennis no Oji-Sama: Kiss of Prince Ice is a companion game to Tennis no Oji-Sama: Kiss of Prince Flame.

Both games where released at the same time and both games uses the same gameplay and setup.

Tennis no Oji-Sama: Love of Prince Bitter

9.0



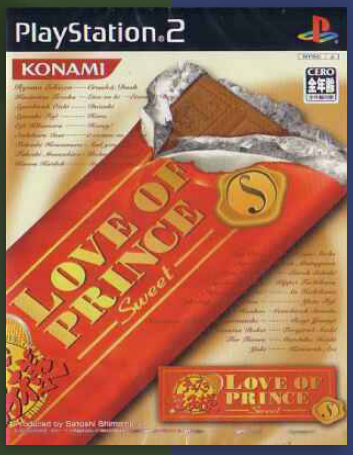
Developer	Konami
Publisher	Konami
Release date	(jp) February 12, 2004
Genre	Music
Mode	1 Player

This game is a continuation of the Kiss of Prince games which is billed as a “music clip” game. The game use the same formula and feature a collection of interactive music and mini-game collection based on the tennis-themed manga of the same name.

This game along with Prince Sweet was released in time for Valentine’s Day 2004.

Tennis no Oji-Sama: Love of Prince Sweet

8.6



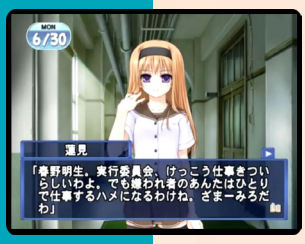
Developer	Konami
Publisher	Konami
Release date	(jp) February 12, 2004
Genre	Music
Mode	1 Player

This is the second in the two flavour games: Sweet and Bitter. Each version features a cast of 20 characters, 10 of which are exclusive to one version.

In Japan, the girls give boys bitter, or sweet, chocolate for Valentine’s Day. It’s the boys’ turn to return the favour on White Day a month later, and it’s customary to give white underwear and/or white chocolate.

Tenohirao, Taiyouni

7.4



Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) March 25, 2004
Genre	Visual novel
Mode	1 Player

Tenohira wo Taiyou ni is a love romance visual novel. The protagonist of the story is a high-school sophomore Akio Haruno, living in a small rural town surrounded by beautiful landscapes. His parents have passed away and he is currently living alone. As the summer vacation is approaching, he met a girl by the name of Towa Natsuno-mori who just transferred to the same class he was in. Smitten by her charm with the feeling like she knows her even though he met her for the first time, he decides to find out more about her. The two of them soon become close and the summer memories are about to begin.

While the original PC version contains explicit scenes like any other hentai game in the same vein, the adult content was removed from the ports to Dreamcast and PlayStation 2.

Tir Na Nog: Yuukyuu no Jin

Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) April 29, 2009
Genre	Role-playing
Mode	1 Player

Tir Na Nog: Yuukyuu no Jin is a role-playing game based on Celtic myths. It comes with what is described as a “scenario generation function” that changes the way players play each time. Tir Na Nog offers 8 different main stories each with multiple endings. The battle is done through an auto-battle feature that requires players organize, strategize, and properly equip characters. Characters have their own personalities and abilities. There are over 300 different events that can happen throughout the game and it depends largely on how players handle each one.

The game features a Pictoral Book where players can collect and view over 300 events. As a heroic spirit, players goes on adventures with up to 5 parties, improves ability in battle, gains items, grows in affection with friends, and races with various parties become companions such as elves and dwarfs as well as over 120 tribes.

4.1

Tensai Bit-Kun: Gramon Battle

5.9

Developer	TOSE
Publisher	Taito
Release date	(jp) September 18, 2003
Genre	Tactical role-playing
Mode	1-2 Players

Gramon Battle, developed by Gakaruta Studios, creators of Magic Pengel: The Quest for Color, is a monster-raising "sim". The game is based on a concept created by the NHK Kyouiku show.

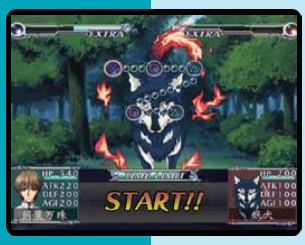
In the game, players construct a monster of their own. The game feature over 2,000 possible variations for character creation.

The game was only released in Japan.

J

Tensei Hakken Fuumoroku

5.2



J

Developer	Vridge, Success
Publisher	Success
Release date	(jp) June 8, 2006
Genre	Visual novel
Mode	1 Player

Tensei Hakken Fuumoroku is a love adventure marketed for women. The game was developed by Vridge and released in Japan in 2006. The game feature the usual visual novel gameplay.

Players take control of the Yukina Serizawa, a high school girl. The story centres around a eight guys who are the reincarnation of dogs who have to stop the resurrection of a monster called Yatsufusa.

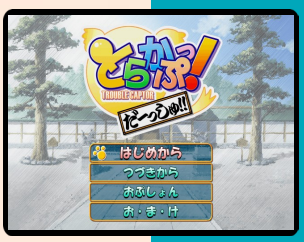
Torakapuu! Dash!!

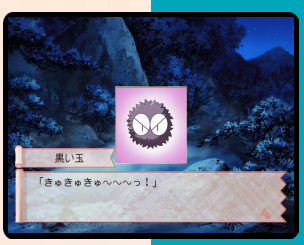
6.6

Developer	Pulltop
Publisher	Well Made
Release date	(jp) July 17, 2003
Genre	Visual novel
Mode	1 Player

This game is a mix of visual novel adventure game and a bit of simulation game which is used to capture kuro ("black") characters.

The player's protagonist, Yuuta, has recently moved to Yomoyama town. During the Grand Yomoyama Festival, it is said that one of the three gods comes down to expel the kuro creatures. Without knowing about it, Yuuta became a partner in having to help expel the kuro.





J

7.5

Tenshi no Present: Marl Oukoku Monogatari

Limited Edition

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) December 21, 2000
Genre	Role-playing
Mode	1 Player

Tenshi no Present: Marl Ōkoku Monogatari (Angel's Present: Marl Kingdom Stories) is the third main title in Nippon Ichi's Marl Kingdom series of fairy tale RPGs. This is also the first Marl Kingdom game for the PS2. Unlike the previous games in the series, this game was only released once, although a special limited edition version of the game was released concurrently.

Tenshi no Present is broken up into five unconnected chapters, which each focus on a separate story starring different characters. These stories take place throughout the series timeline; before, during, and after the first and second games. A sixth bonus chapter is unlocked after the first five are completed.

Tenshi no Present is a typical RPG, complete with experience points, parties of characters, and spell casting. In each chapter, the player guides different characters through their adventure, engaging in several battles along the way.

The battle system is based on that of the previous game, taking a straightforward turn-based approach. The player can control up to four "leader" characters, which can themselves each have up to three "partner" characters; leaders can be directly controlled, while most partners cannot. Different partners may attack automatically, or give boosts or other assists to the main party.

Along with Rhapsody: A Musical Adventure and Little Princess: Marl Ōkoku no Ningyō Hime 2, this game is part of the Marl Kingdom series created by Nippon Ichi. It is also the prequel to the later Nippon Ichi game La Pucelle: Tactics. Although released on a different system with a new battle system, Tenshi no Present maintains many of the themes of the previous games. The graphics remain bright and colorful, but backgrounds are now in 3D.

The limited-edition package includes: The game, a production materials booklet that include production art and sheet music and a two-disc original soundtrack.

9.1

Tetsujin 28-Gou

J

Developer	Sandlot
Publisher	Bandai
Release date	(jp) July 1, 2004
Genre	Action
Mode	1-2 Players

This is a videogame adaption of Tetsujin 28-gō, a 1956 manga by Mitsuteru Yokoyama. The series centers on the adventures of a young boy named Shotaro Kaneda, who controls a giant robot named Tetsujin 28, built by his late father.

Players control Tetsujin 28 from the point of view of Shotaro Kaneda—able to control both Shotaru and Tetsujin 28. The control method is slightly simplified compared to Sandlot's other giant robot games such as Robot Alchemic Drive, in that players are not asked to control each leg separately. But they gain the ability to fly Tetsujin 28, and well as have him pick up buildings, enemies, and even Shotaru.

The game uses the same voice actors as the animation, though it takes presentation cues from the anime, the manga, as well as the kaiju film genre.

Torrente 3: The Protector

6.0

Developer	Virtual Toys
Publisher	Virgin Play
Release date	(eu) February 1, 2006
Genre	Action-adventure
Mode	1 Player

Torrente 3: El Protector is based on a a 2005 Spanish black comedy film. Like in the first game, released for Windows, players will fight crime in Madrid from first- or 3rd-person perspectives. In the game, the streets of Madrid have been faithfully converted into game maps and the players can visit such authentic locations as the Puerta del Sol or the Plaza del Callao if they so choose.

Santiago Segura, the man behind the film franchise, recorded the voice of Torrente and both the video game and the movie were made simultaneously (the movie being released a week before the game.) This is the first time that a Spanish video game has been developed at the same time as and in cooperation with the production of the movie it was based on.

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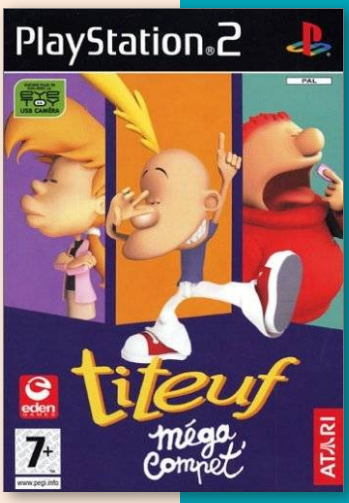
P

Titeuf: Mega Compet

3.1

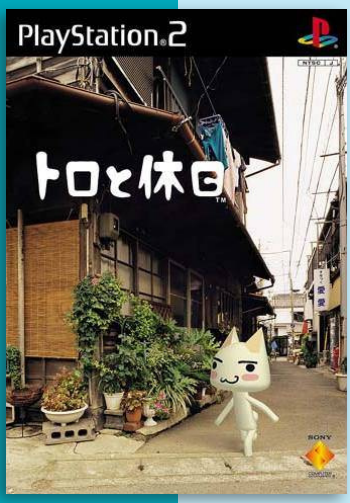
Developer	Eden Games
Publisher	Atari
Release date	(eu) September 24, 2004
Genre	Party, Mini-games
Mode	1-4 Players

Titeuf: Méga compet' is a French party game based on the comic book Titeuf. Up to four players select a character from a pool of ten, choose a difficulty level and compete in different mini-games such as bombe glavonique, dinausaure explosif, techerno-débile, hockey-crotte, Zik machine, etc.. More than 85 characters from the comic books appear in the game. Six of the mini-games also support the EyeToy peripheral.



Toro to Kyuujitsu

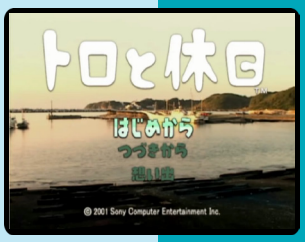
7.2



Developer	SCEI
Publisher	SCEI
Release date	(jp) November 29, 2001
Genre	Adventure
Mode	1 Player

Toro to Kyuujitsu stars Toro Inoue, also known as the Sony Cat. While not as popular in the west, he serves as Sony's mascot in Japan - in particular, of the PlayStation Network. This is the fourth title in the series and the first released on the PS2.

In this game, Toro Inoue is taking a vacation. Players will stroll around the various places, take a photos, and talk with the people in the town in a relaxed atmosphere.



Tentama: 1st Sunnyside

7.0

Developer	Kid
Publisher	Kid
Release date	(jp) October 30, 2003
Genre	Visual novel
Mode	1 Player

Tentama: 1st Sunny Side (てんたま –1st sunny side–) is a visual novel first released for the Dreamcast in 2001.

The game revolves around protagonist, Hayegawa Shiina, and his girlfriend Futaba Watase. Futaba ends up getting sick and dies. A year later, Shiina is surrounded by friends, but is still feeling depressed. But the apprentice angel Karin is sent to brighten his mood.

Tentama 2: Wins

7.3

Developer	Kid
Publisher	Kid
Release date	(jp) February 26, 2004
Genre	Visual novel
Mode	1 Player

Tentama 2wins is a visual novel game. The story takes a couple of years after the original game and the main protagonist is Akira Ichinose, a high-school freshman who is staying at his relatives' place until graduation. The life seemed without any particular problems until one day, out of the blue, twin sisters, Kae and Momi, apprentice angels, no less, crash landed on top of Akira in his room.

The game is a typical visual novel adventure with multiple choices during story progressions which branch the story in a certain direction. Players can also upgrade their character's attributes by selecting various actions when the option appears.

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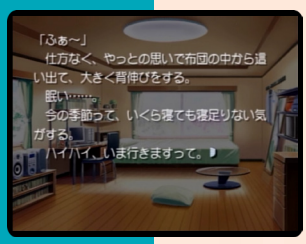
J

To Heart 2

7.4



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Developer	Leaf
Publisher	Aqua Plus
Release date	(jp) December 28, 2004
Genre	Visual novel
Mode	1 Player

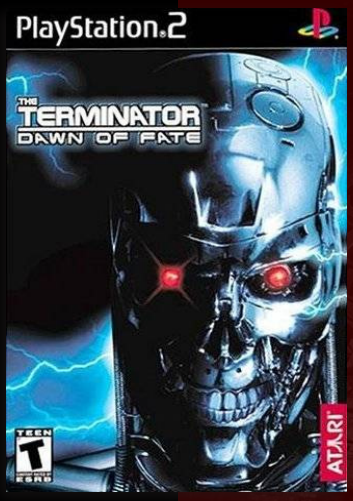
To Heart 2 isn't directly connected story-wise to To Heart, though it has similar setting and themes. Takaaki Kono is a high school student who has troubles understanding girls, and cannot quite imagine starting a romantic relationship with one of them. He sees the childish and cheerful Konomi Yuzuhara, his childhood friend, as a younger sister. However, relationships between boys and girls rarely remain innocent, and Takaaki begins to feel that perhaps he is able to see Konomi differently. It all becomes even more complicated when another female childhood friend of Takaaki's returns to town, and when he realizes that there might be other young women in his school who might become interested in him.

The game is essentially a visual novel, where the player is prompted to make decisions from time to time. The game is divided into school days; at the end of each day, the player can choose a location among several ones available for Takaaki to visit.

Deluxe Edition

The Terminator: Dawn of Fate

5.8



Developer	Paradigm Entertainment
Publisher	Atari
Release date	(us) September 16, 2002
Genre	Third-person shooter
Mode	1 Player

The Terminator: Dawn of Fate is based on the Terminator film series. It is set before and during the events that lead up to Kyle Reese being sent through the time displacement equipment, to protect Sarah Connor. The story introduces players to Skynet models not previously seen and introduces hybrid human/cyborg soldiers created by Skynet. The character of Perry, mentioned in the first Terminator film, appears as a major playable character in the game.

The game is a third-person action game, with 11 levels across a range of terrains. Players can play as Kyle Reese, Catherine Luna and another secret character - each of whom has their own moves, and can use 20 different weapons ranging from rocket launchers to explosives. The camera view can be used to target an enemy.

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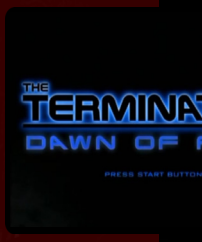

N P

Terminator 3: Rise of the Machines

3.8

Developer	Black Ops Entertainment
Publisher	Atari
Release date	(us) November 11, 2003
Genre	First-person shooter
Mode	1 Player

Terminator 3: Rise of the Machines is based on the movie of the same name, but with an extended story line. In 2032, the player is the T-850 model 101 Terminator, operating under Skynet control. He is captured and reprogrammed by Kate Brewster to help the human resistance.

The game is a first-person shooter combined with hand to hand combat. The first-person mode features the Terminator Point of View, showing the infrared heads-up information display seen in the movies.

The game utilized both the likeness and the voices of the movie cast. Arnold Schwarzenegger claimed he very rarely voices characters in videogames but he felt the game did the movie justice.

J N P

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THE TERMINATOR DAWN OF FATE

XBOX AND PS2 SCREENSHOTS SHOWN

ATARI

XBOX

PlayStation 2

PARADIGM ENTERTAINMENT

STUDIO CANAL

Terminator 3: The Redemption

6.8

JNP

Developer	Paradigm Entertainment
Publisher	Atari
Release date	(us) September 2, 2004
Genre	Third-person shooter
Mode	1-2 Players

Terminator 3: The Redemption, released for the PS2, Xbox, and GameCube, is mostly based on the film Terminator 3: Rise of the Machines. The game parallels most of the main events of Terminator 3: Rise of the Machine film (albeit with a few modified scenes to reflect a faster pacing and more serious tone of the game), until reaching a plot twist at the middle. During the T-850's battle with the T-X in the Cyber Research Systems building, instead of losing the fight and being reprogrammed by the T-X, he is thrown into an electro-magnetic accelerator, which is revealed to be a primitive time displacement machine, and is sent back to an alternate future 2032.

The sub-title Redemption is said to reflect both the "redemption" of the Terminator's mission half-way through the story and also to reflect a redemption for the Terminator franchise.

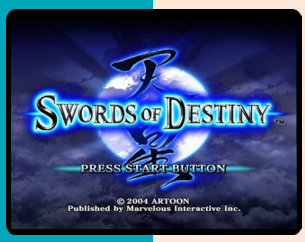
The game is a combination of 3rd person shooter, rail, and driving game featuring Arnold Schwarzenegger as the T-850 Infiltrator. The game features 20+ alternate vehicles with new SkyNet units and a Tech-Com Force Co-op mode. The players goal is to ensure the survival of both John Connor and Kate Brewster in present and future universes.

The lead game designer of Paradigm Entertainment, Shawn Wright indicated in a GameSpy interview that this provided many advantages such as an existing universe and characters, but also said that a disadvantage is that content needed to be sent out to California to be approved. Aspects of the game were influenced by Grand Theft Auto III though the development team were careful not to create a GTA clone. Paradigm has stated that 50 percent of the gameplay is vehicle-based, 25 percent with rail and the final 25 percent is character combat. The fast pace of the game was a conscious decision by the developers of the game. Producer Josh Hackney said, *"We didn't want to take the gameplay and player control away from the player for more than five seconds."*

The game received "average" reviews on all platforms according to Metacritic.

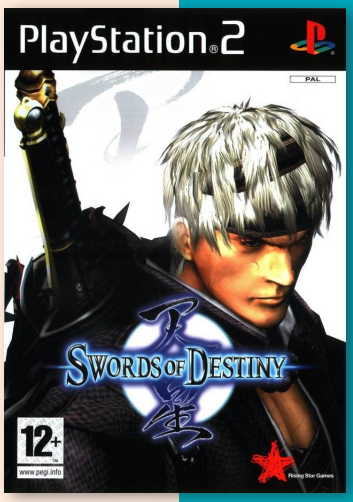
Tian Xing: Swords of Destiny

6.6



J P

Developer	Artoon
Publisher	Marvelous, (eu) Rising Star Games
Release date	(jp) February 17, 2005
Genre	Action
Mode	1 Player



The player takes control of Lei Yun, an extremely gifted warrior apprentice, against a dark race of powerful demons, called Gyakki.

Combat is defined by two aspects: the first one is given by the three main swords of the game, each having his own special abilities when equipped, adding the strategic element of using the correct weapon according to the type of demon the player are facing. In addition, the player can also use the weapons dropped by slain enemies. Second aspect is aerial combat, called "sword time" that leads to extremely powerful, and acrobatic, combos.

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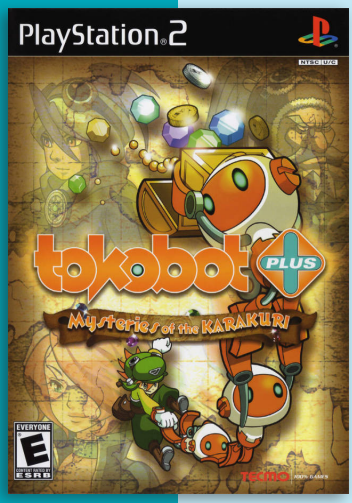
Tokobot Plus: Mysteries of the Karakuri



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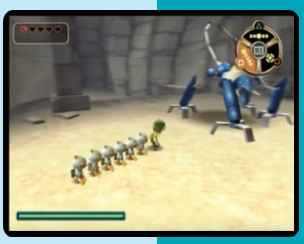


J N P

Developer	Tecmo
Publisher	Tecmo, (eu, au) Take-Two Interactive, (us) SCEA
Release date	(us) October 24, 2006
Genre	Action-Platformer
Mode	1 Player

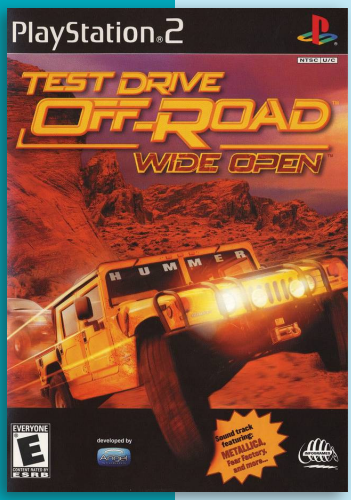
Tokobot Plus: Mysteries of the Karakuri is a port of the PSP game, Tokobot. The PS2 version adds secret platforming sections that allow players access to hidden treasures. In addition, players no longer have control over the Overdrive forms; they now only briefly appear to attack before disappearing.

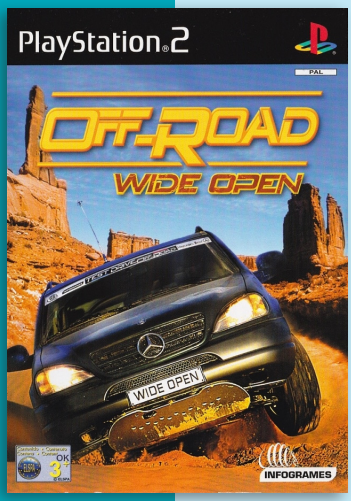
In this platform puzzle game the player controls Bolt, who makes use of the Tokobots to explore the prehistoric ruins found in the game. The Tokobots mimic Bolt's actions and can be used together in "joint actions", complex tasks that include fusing them together to make Karakuri combinations. Combinations can do almost anything, from activating dead gears to shooting laser beams.

There are two types of Karakuri robots, both of which come in varying sizes: Workers and Keepers. Workers do odd jobs and include small Clunkers and the large Tornader. Keepers protect the ancient ruins and include tiny Beepers and the evil Zero.

Test Drive Off-Road Wide Open

7.0





Developer	Angel Studios
Publisher	Infogrames
Release date	(us) August 24, 2001
Genre	Racing
Mode	1-2 Players

Test Drive: Off-Road: Wide Open, known simply as Off-Road: Wide Open in Europe, is a racing game in the large Test Drive series that were originally published by Accolade until they were bought by Infogrames, and later Atari. The first game was released in 1987 and has since been followed by several sequels and spin-offs. This game was the fourth and final installment in the Off-Road subseries.

Off-Road: Wide Open is the successor to the 1999 PlayStation and Windows game, Test Drive: Off-Road 3. In this game, the player controls one of 13 American Four By Fours through Hawaii, Moab, or Yosemite to be crowned King of The Off-Road. The player can race in a single, arcade race, take a complete free ride, or race in career mode. The game can be played by two players.

There are three kinds of racing to master: Circuit, Blitz, and Scramble.

In circuit Races players drive around a course through checkpoints before time runs out at least twice.

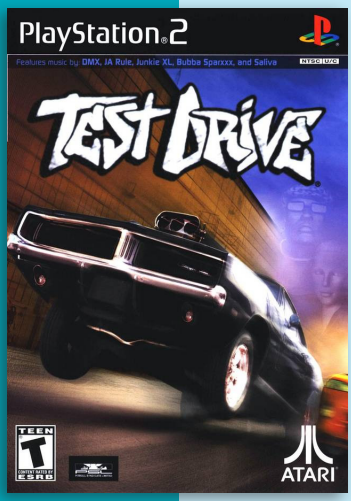
Blitz Races are considerably shorter than Circuit Races. The strategy for racing itself is not much different, except the race is in a linear fashion of point A-to-B.

In Scramble Races the player race around an area "collecting" checkpoints in a random location as fast as possible. These are the shortest races in the game.

Test Drive: Off-Road: Wide Open received "mixed or average reviews" on both Xbox and PS2 according to Metacritic.

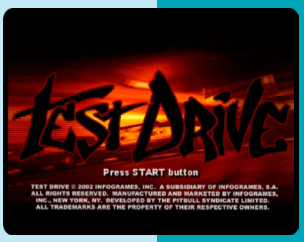
Kristian Brogger of Game Informer initially gave the Ps2 version a bad review in the September 2001 issue, stating that the graphics were poor and the sounds were so bad because of bugs in the game. However, he raised the grade up to an average review in the November 2001 issue, stating that the game was *"certainly leagues better without the infamous bug, but the game itself still seems to suffer from an attack of mediocre gameplay syndrome."*

Test Drive



Developer	Pitbull Syndicate
Publisher	Atari
Release date	(us) May 27, 2002
Genre	Racing
Mode	1-2 Players

7.3



TD Overdrive: The Brotherhood of Speed, released as Test Drive in North America, was released for PS2, Xbox and Windows.

Like its previous incarnations, Test Drive focused on illegal street racing, dodging traffic, and evading the police. It also featured real life locations for its tracks: San Francisco, Tokyo, London, and Monte Carlo. A fully playable version of Pong is also included in the loading screens.

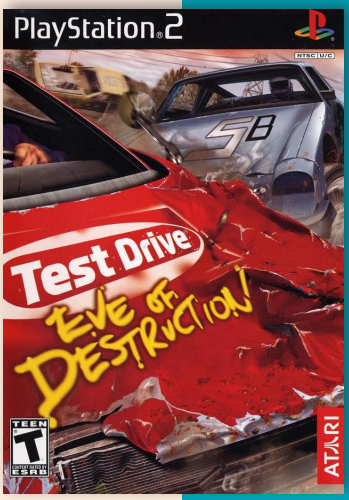
However, this was the first entry in the franchise to feature a story mode in addition to the arcade mode. Players take control of a character known as Dennis Black, an independent street racer who improves his standing in the underground street racing world with the help of a mysterious benefactor.

Test Drive received "mixed or average reviews" on all platforms according to Metacritic.

Test Drive: Eve of Destruction

7.3

Developer	Monster Games Inc.
Publisher	Atari
Release date	(us) August 25, 2004
Genre	Racing
Mode	1-2 (4) Players



Test Drive: Eve of Destruction, released as Driven to Destruction in Europe, was released on Xbox and PS2.

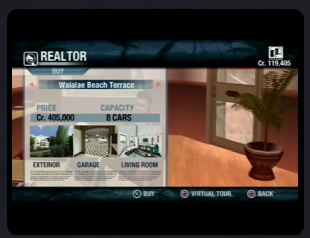
The game is modeled on real thrill-show events across America. From destruction derbies to suicide races, players can race different rust-buckets in a variety of rural tracks. Smashing other racers is rewarded, and the AI opponents will try to smash the players as well.

Players can also try to complete a full career, starting out with a junk car, racing local goof-balls.

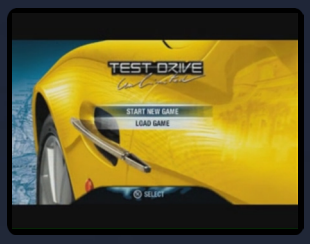
Test Drive: Eve of Destruction received "average" reviews on both platforms according to Metacritic.

"mobygames.com"

7.5



Test Drive Unlimited



Developer	Melbourne House
Publisher	Atari
Release date	(eu) March 16, 2007
Genre	Racing
Mode	1 (-8) Player(s)

Test Drive Unlimited is an open world racing game in the Test Drive series. The game was released on developed by Eden Games for Xbox 360 and Windows. Atari Melbourne House developed the PS2 and PSP versions. The game features over 125 licensed sports cars and motorcycles and a terrain is modeled after the Hawaiian island of O'ahu that features some 1,000 miles (1,600 km) of roads and highways.

In the world of Test Drive Unlimited, the player is able to drive both on-road and off-road in free-roam mode, challenging any real life racers they encounter. The roads are modeled after satellite images of the island of O'ahu. The terrain differs from rainforest and mountains to sandy beaches and Hawai'i's capital city, Honolulu. It is worth noting however, that other built-up areas on the island are not represented. It is possible to drive on small islands outside of the main island.

Although advertising material for the game suggests it to be an exact depiction of the Hawaiian island, numerous government buildings (such as those on Pearl Harbor), commercial buildings, and notable landmarks (statue of King Kamehameha I, USS Missouri, etc.) are not present in the game. Many roads and highways are also missing or placed far from their real-life counterparts. The ships docked in Pearl Harbor are also in very low detail and do not represent any active or retired USN vessel at all.

The game begins by purchasing a car and a house. The player is then free to explore the island; as this happens, key locations on the map are revealed. These include car dealerships, car rental agencies, tuning shops, paint shops, time challenges, courier, vehicle transportation and more.

Success in challenges is rewarded with in-game money. Money earned may be spent on buying new vehicles, renting cars, upgrading cars and buying houses. Players can acquire sports cars from various manufacturers, including a Ferrari 575M Maranello, the AC Cobra 289, the Maserati 3500 GT and the Pontiac Firebird. The megapack adds more than 45 more cars, including the Efijy Concept, the Ferrari 512 TR and the Nissan Skyline GT-R, and an extra motorcycle.

The multiplayer component (branded as M.O.O.R. or Massively Open Online Racing) works as an extra layer on top of the single-player game: all activities available in single-player are also available in multiplayer. The following challenges are also available in multiplayer only:

Race against other players
Challenge players to complete tasks
Attempt other player challenges

It is possible for PS2 owners to play online with the addition of a network adapter to a PS2 and via Infrastructure Mode on the PSP.

The Xbox 360 and Windows servers were shut down on 29 September 2012. The PS2 and PSP servers were shut down on an earlier date.

The content, visual and audio components on the PS2 and PSP were largely reduced due to hardware limitations. These games are also missing several features including:
Manual transmission
Avatar customization
Certain vehicles such as Ferrari, Maserati, Lexus, all motorcycles, and some models of different makers
Certain mission types
Rear-view and side mirrors are not functional (blurred out)
Some shops, like custom car paint
USB steering wheel support
Secret Island Eden "E" Teleporter (but the island does exist on both platforms and can be driven on through the use of emulators and memory-editing software)

But the PS2 and PSP also had a few exclusive featured included.
Master Points, a system where the player is awarded points for drifting, slipstreaming, airtime and generally driving around the island.
Auto GPS, which automatically directs the player to the closest available race challenge.
Car selection, as some cars that are only available in download packs for Xbox 360 and Windows are available from the start in the PS2 and PSP versions.
Radio stations in the PS2 and PSP versions feature several exclusive instrumental tracks in addition to the licensed music.
Quick Race, a mode that allows players to create a limitless number of races to compete in, with a random car.

Some of the exclusive features of the PS2 and PSP versions were later implemented in Test Drive Unlimited 2.

There were 1500 total beta testers in Atari's closed beta for Test Drive Unlimited for PS2. At the end of the testing period, Atari awarded 30 of the most active testers with "immortality" in the PS2 version of Test Drive Unlimited.

These 30 beta testers were allowed to name one of the NPC in the game. Some chose to use their first and last name; others chose to use their screen names. These 30 special NPCs can be found spread throughout the virtual island of only the PS2 version. Atari and Melbourne House ensured the Beta Testers were given prominent positions as NPCs. Among the play testers were also friends and family of staff at Melbourne House, including staff members themselves, who are included within the different motoring clubs featured within the game. Most were granted President or Vice President status in the car clubs and were put in highly desirable performance cars.

Test Drive Unlimited received "generally favorable" reviews, according to Metacritic.

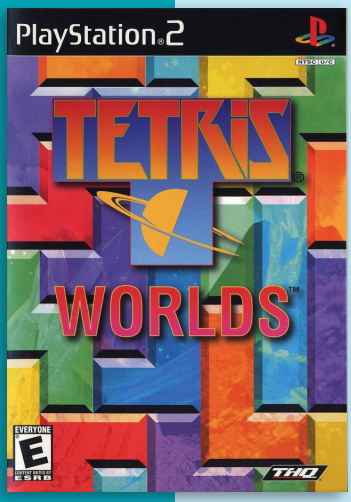
411Mania gave the Xbox 360 version a score of 8.6 out of 10 and stated, *"Even if you own a next-gen racing game, this is a title that you MUST try out. This is such an open ended game that never actually ends ala (sic) World of Warcraft and feeling like you're a part of the Island with your homes, vehicles and club is too much of a cool thing to pass up."*

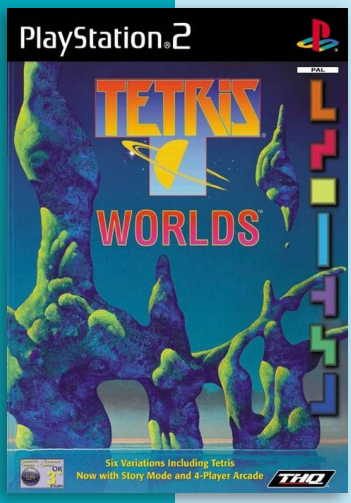
GameSpot gave the PS2 version a 7.5/10 concluding with *"A few aspects of Test Drive Unlimited have been lost in translation from the Xbox 360, but the game is still an impressive piece of online-racing technology."*

IGN gave the PS2 version a 7.3/10 saying that *"It's impressive that Test Drive Unlimited even works in its limited fashion on the PS2."* and concluding with *"The whole isn't quite as good as the potential behind it and some may find the lack of direction or features wanting, but the entire package is still strong enough to warrant a look for those that don't have the option of playing it on a more powerful console"*.

Tetris Worlds

4.4





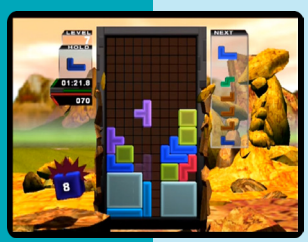
Developer	Blue Planet Software
Publisher	THQ
Release date	(us) March 20, 2002
Genre	Puzzle
Mode	1-2 (4) Players

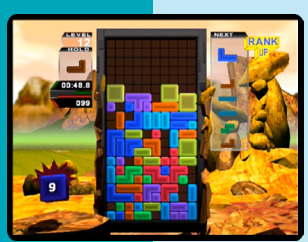
Tetris Worlds is a version of Tetris. Originally released in 2001 for Windows and Game Boy Advance, it was later released for Xbox, GameCube, and PS2.

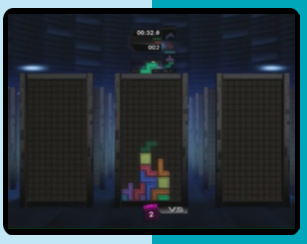
Gameplay consists of normal Tetris games. However, there are several game modes, tweaking the way the game works.

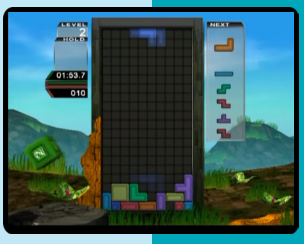
In the story mode, players can send their Mino Tetrinaut to six different worlds, where they play the Tetris variant of that world. When the player plays enough of that world, more Minos are rescued. The better the player does, the more Minos rescued. They will then work to create the world into a home for Minos.

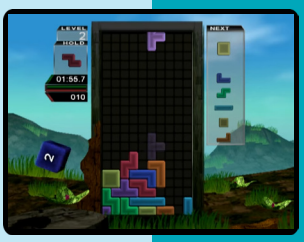
The Arcade mode is where the player plays two-minute Tetris games of any variant. This is also where multiplayer games are played.
The Arcade mode variants are listed as follows:
Tetris: A normal Tetris game where the player plays until the Tetriminos reach the top.
Square Tetris: While the player plays Tetris, they also must try to combine Tetriminos into squares. Lines cleared containing 4x4 Tetriminos cause large bonuses.
Cascade Tetris: The player must try to clear lines that cause Cascades. Cascades occur when a cleared line cause other Blocks to fall and clear another line.
Sticky Tetris: Players must try to clear the bottom line of “Garbage Blocks”. Same-colored Blocks stick together in this mode, hence the name. If 25 same-colored blocks connect, a Critical Mass is formed and are cleared from the Matrix. This variant originated from “The Next Tetris”.
Hot-Line Tetris: In this mode, there are six “Hot-Lines” in the Matrix. The player must try to clear lines that are on the Hot-Line. Lines cleared anywhere else earn no points.
Fusion Tetris: In this mode, there is a “Fusion Block” at the bottom of the Matrix. Players must try to connect falling “Atom Blocks” to the Fusion Blocks. Atom and Fusion Blocks are not cleared in line clears, and clearing a line containing an Atom or Fusion Block causes a Cascade.

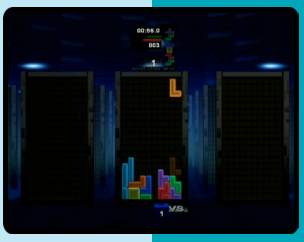


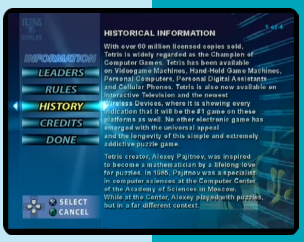










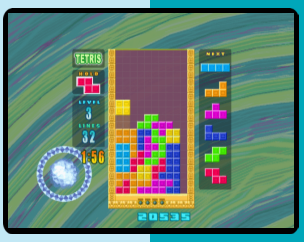


Tetris: Kiwame Michi

Developer Success
Publisher Success
Release date (jp) December 18, 2003
Genre Puzzle
Mode 1-4 Players

This Tetris version looks very similar to Tetris DS, as well as Tetris Advance. The game includes a four player co-op and versus mode. Infinity is included, but can be disabled. Like the gameboy tetris versions, this game features a post entry delay, that lets players move and rotate a piece before it starts to drop. This significantly decreases the difficulty of 20G play.

"tetris.wiki"



J

8.3

Thread Colors: Sayonara no Mukougawa

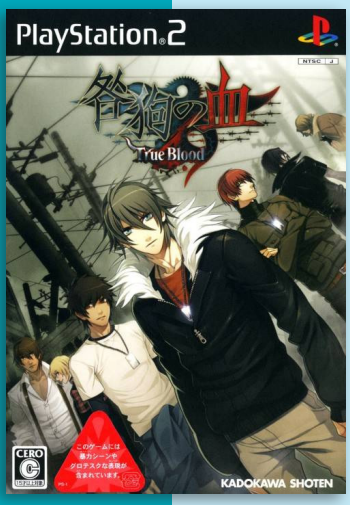
J

Developer D3Publisher
Publisher D3Publisher
Release date (jp) November 14, 2002
Genre Visual novel, Simulation
Mode 1 Player

As Thread Colors opens, the player wakes up at a hospital with memory loss and needs to remember their friends. The game takes place primarily at the hospital and the local high school. During his hospital stay, the protagonist befriends a girl who tends to be sickly and naïve but perhaps the two will help each other recover from their respective ailments.

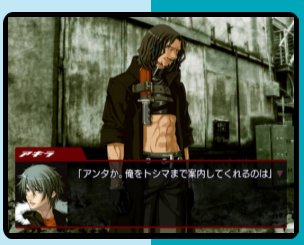
Togainu no Chi

6.1



Developer Kadokawa
Publisher Kadokawa
Release date (jp) May 29, 2008
Genre Visual novel
Mode 1 Player

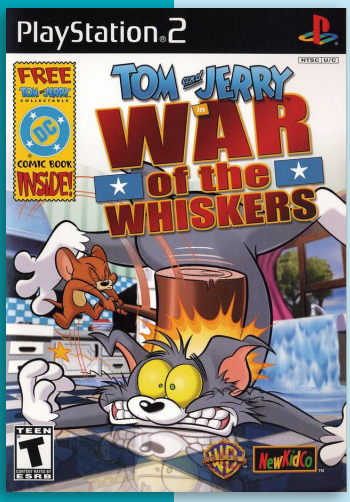
Togainu no Chi TRUE BLOOD is a Japanese Boy-Love visual novel and a port of the Windows game, Togainu no Chi. The plot centers on Akira, a young man who is made to participate in a deadly game called "Igura" (from "игра", Russian for "game") in post-apocalyptic Japan in exchange for being freed from prison. His goal is to beat "Il Re" (Italian for "The King"), the strongest person in Igura. The PS2 port features a extra route for Yukihito.

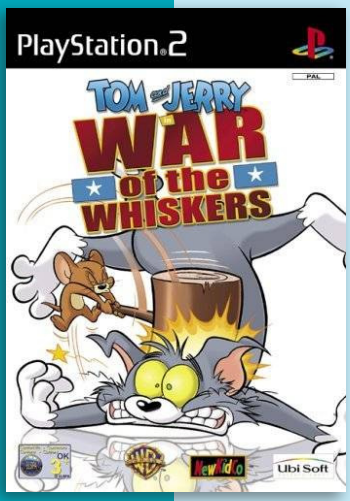


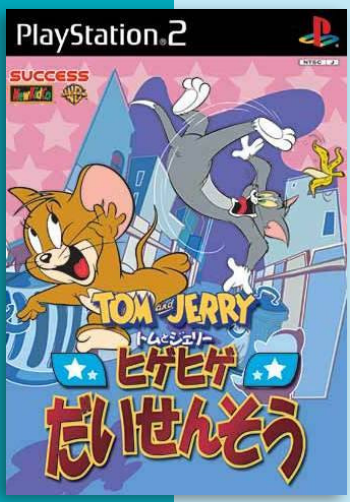
J

6.3

Tom & Jerry in War of the Whiskers







J N P

Developer	VIS Entertainment
Publisher	NewKidCo, (eu) Ubisoft, (jp) Success
Release date	(us) November 18, 2002
Genre	Fighting
Mode	1-2 Players

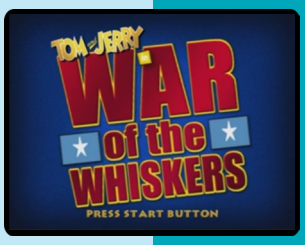
Tom and Jerry in War of the Whiskers is a fighting game released for PS2, GameCube and Xbox. It is the sequel to the 3D cartoon fighting game Tom and Jerry in Fists of Furry for Nintendo 64 and Windows. It allows up to four players to play simultaneously. While the PS2 version saw releases in all major regions, the GameCube and Xbox versions were only exclusive to North America.

The objective of the game is to defeat the opponent in a set amount of time and rounds. There are three types of gameplay. First is Challenge mode, where the player fights a certain set of characters (The opponents are the enemies of the character chosen from classic Tom and Jerry cartoons) until either Monster Jerry, a bigger and scary mutated Jerry, or Robot Cat, one of Tom's creations, is fought and knocked-out. Another is Versus, where a basic one-on-one fight is held. The last is Tag Battle, where a player work by himself or with a friend to fight two enemies.

The four modes of play are single player, versus, tag team, and team play. New characters are unlocked if the player wins against the computer. Characters include Tom, Jerry, Butch and Duckling, among several others, who use more than 75 weapons to beat each other with. Costumes are also unlocked, allowing specific characters to have more attire. 12 destructible environments include a kitchen, beach, snowy winter, cruise ship, junk yard, unstable construction site, Italian market, haunted house, mad scientist lab, western town, castle, Hell, and a boxing arena.

Tom and Jerry in War of the Whiskers features several members of the Screen Actors Guild-American Federation of Television and Radio Artists. Known members include; Maurice LaMarche voices Tom Cat. Charlie Adler, who portrays Starscream in the Transformers film series, voices both Jerry the mouse and Little Quacker. And Billy West, known for various characters in the animated show Futurama portrays Butch. S

The game received mixed reviews from critics.



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7.8

JNP

The Thing

Developer	Computer Artworks
Publisher	Black Label Games, (jp) Konami, (us) Vivendi
Release date	(us) August 20, 2002
Genre	Third-person shooter, Survival horror
Mode	1 Player

The Thing is a third-person shooter survival horror game released for Windows, Xbox and PS2. Game Boy Color and Game Boy Advance versions were also planned, but both were cancelled early in development.

Set as a sequel to John Carpenter's 1982 film of the same name, the story focuses on Captain Blake, a member of a U.S. Special Forces team sent to the Antarctic outpost featured in the film to determine what has happened to the research team. The game was endorsed by John Carpenter, who voices a character in an uncredited cameo.

The basic gameplay in The Thing is that of a traditional third-person shooter; the player character, Blake, can run and shoot, strafe, crouch, interact with the environment, interact with NPCs and use items, such as flashlights, fire extinguishers or flares. The player also has the option to enter first-person mode for more accurate targeting during combat. Weaponry includes pistols, grenades, sniper rifles, flamethrowers, shotguns, submachine guns, assault rifles, grenade launchers and fixed heavy machine guns. Other items featured in the game are health packs, explosives, ammunition, portable blood test-kits and adrenaline injections.

Enemies come in three main varieties. "Scuttlers" are small Things formed from the limbs and appendages of infected personnel. They are fast, but weak, and can be killed simply by shooting. "Walkers" are larger than scuttlers, and much stronger. To kill them, the player must weaken them using gunfire before then using the flamethrower, as only fire can completely kill them. Bosses are larger and much more powerful than Walkers, and although each one requires a specific strategy to defeat, the principle is the same; weaken it with gunfire before burning it.

One of the main features of The Thing's gameplay is the inclusion of multiple NPCs who join Blake at various points throughout the game. At any one time, the player can control up to four characters; Blake and three NPCs. There are three types of NPC in the game; engineers, soldiers and medics. Engineers can repair fuse boxes, which control locked doors, computers and save points. Soldiers have more health, and are better shots than engineers or medics. They are thus more suited to combat. Medics are capable of healing both Blake and any other injured NPCs, and carry unlimited health packs. The player can issue basic commands to each NPC, such as ordering them to follow Blake, ordering them remain where they are, ordering them to give Blake their weapon, and, in the case of engineers, ordering them to fix a fuse box.

NPC AI is determined primarily by the "Fear/trust system". The trust system determines whether the NPCs will follow Blake's orders and join him in combat. To do so, the player must ensure the NPC trusts Blake, and does not suspect him of being a Thing. NPCs have four levels of trust; red, amber, green and 100%. Red means they are convinced Blake is a Thing and will attack him. Amber means they are not sure if he is a

Thing, and although they won't attack him, they won't follow his orders. Green means they trust him and will follow his orders. 100% means they have complete faith in him, will follow his orders, and even if he attacks another NPC, they will support him. To gain the trust of NPCs, Blake can give them weapons and ammo, heal them, put himself at risk to protect them, or use a blood test kit on himself to prove he is not a Thing. Actions which deplete trust include accidentally shooting teammates, taking away teammate's weapons or ammo, or pointing a weapon at them for a sustained period of time to force them to do something.

The fear system dictates how scared a given NPC is. There are three levels of fear; normal, scared and "Crack-up". When an NPC enters "Crack-up" mode, Blake has only a limited amount of time to reduce their fear level, or the NPC will kill themselves, attack Blake and other NPCs, attack the environment, or die of a heart attack. Each NPC responds differently to different surroundings; for example, medics tend to scare easier than soldiers. Generally, however, fear increases when entering rooms covered in blood, entering dark locations, finding particularly disfigured corpses, being attacked by multiple enemies, and hearing enemies but not being able to see them. When an NPC is scared, it affects their performance; soldiers become less accurate, engineers take longer to repair fuse boxes and medics don't heal characters as quickly. Blake can reduce fear by giving NPCs adrenaline, topping up their ammo, moving away from particular locations, or successfully defeating enemies.

The game also features an infection system, which determines whether or not an NPC is infected by the Thing. Although most NPCs are scripted to transform into a Thing at specific points in the game, they can also be infected at any time prior to this. When the team comes under attack by enemies, the possibility of infection is based upon a probability system whereby any teammate who comes into direct contact with an enemy can be infected. Although infection does not alter their immediate behavior, it will result in them turning into a walker-Thing after a set period of time, at which point they will attack the team.

In 2000, when Universal Interactive began looking through Universal Studios' back-catalogue of feature films with potential for adaptation as video game franchises, they quickly decided one of the most lucrative such intellectual properties was the 1982 film directed by John Carpenter, The Thing. The film was based on the 1938 John W. Campbell short story "Who Goes There?", which had already been filmed by Howard Hawks in 1951 as The Thing from Another World. Carpenter's version was the most widely known iteration of the story, however, and the ambiguous ending to the film was seen as particularly attractive in terms of a video game which could explore what happens after the events of the film. Universal and Konami announced the game on September 20, 2000, before development had begun, confirming it would not be an adaptation of the film, but a sequel. They also revealed the game would be released for "next generation consoles", of which only the Xbox was initially confirmed, as well as the Game Boy Color and Game Boy Advance (although both Game Boy versions were cancelled early in production).

Based upon Computer Artworks' 2000 video game Evolva, Universal invited them to make a pitch for the game. For the pitch, Computer Artworks reskinned a level from Evolva with an Antarctic theme and a Thing-like creature as a boss fight. The pitch impressed

Universal sufficiently, and the deal was signed.

According to the game's director, William Latham, *"Universal were very good to work with. They told us to come up with original ideas. It wasn't like a Harry Potter license. There weren't strict guidelines, as long as we retained the quality of the original work."*

He also stated, *"If ever there was a franchise with fantastic games' potential, this is it! Move over Alien, move over Predator, The Thing has arrived and it is crueler, more intelligent and more terrifying than any other previous opponent! Computer Artworks is delighted to be selected by Universal Interactive Studios to bring this cult film to the world of games. Combined with Konami's huge marketing muscle we are looking forward to a dynamic chart success."*

Drawing inspiration from Aliens, the 1956 version of Invasion of the Body Snatchers, Half-Life and Area 51 conspiracy theories, Computer Artworks began work on the game in November 2000. A non-playable demo was shown, and a Q&A session was held with the developers. Universal revealed details of the fear/trust and infection systems, which they said would form an integral aspect of the basic gameplay.

In an interview with GameSpot, Universal Interactive producer Peter Wanat explained *"the trust-fear dynamic was born out of the film and the simple fact that we needed to give the main character NPCs to interact with. That whole not knowing who is human and who is "the thing" was a big part of the movie and worked for the game really well."* Wanat cited games such as Resident Evil, Silent Hill, Grand Theft Auto III and Max Payne as influences. However, he stated the gameplay is more action horror. We have built on all the elements of survival horror games in the past, but what we wanted to do was get away from the slow *"plodding for hours"* style of gameplay, which made us more likely to fall asleep than wet our pants from fear. So we made the shooting aspects more frenzied in order to really wake the player up. So when we do slow the pace back down, your sense that any minute it might get hairy again really starts to mess with you.

Originally the game was to be more open world based, with the possibility that each NPC could turn into a Thing at any moment completely randomized. Curtis also hoped the player could get to the end of the game with many, perhaps all, of the NPCs still alive. However, this kind of open-endedness proved impossible to implement, with Curtis, pointing out *"it was of course very naïve as it caused huge problems with the squad command menu and dynamically balancing the encounters and resources required for the NPC."* Ultimately, NPC characters were scripted to change into Things at specific points, irrespective of the player's actions. This led to a much criticized aspect of the game; the player can test an NPC to find he is human only for him to change into a Thing mere second later.

Programmer Diarmid Campbell explains *"the infection system was conceived as a simulation that had the capacity to play out differently each time you played the game, leading to potential replayability. However, the game was also very story-led with set-pieces that required specific characters getting infected at certain times. These two aspects were constantly pulling in different directions. I think we ended up with a slightly messy compromise with good story elements and a genuinely new mechanic but also some logical inconsistencies which, ironically, became glaringly obvious if you played the game more than once.*

Similarly, Latham states *"We had to scale it back. There were a few cheats to make it entertaining. We tried to mimic human behavior, but at the end of the day it didn't matter too much how you treated your teammates."*

The Thing was a commercial success; selling over one million units worldwide across all platforms, and received generally positive reviews.

IGN's Douglass C. Perry scored the PlayStation 2 and Xbox versions 8.3 out of 10. Although he was critical of the scripted nature of the infection system, he concluded *"the deeper you play, the more satisfying and challenging it becomes, and the more it draws you in. With the exception of the blood test goofs and the rather thin storyline, The Thing warrants your time and money."*

A sequel was in the early stages of development, but was cancelled when Computer Artworks went into receivership in 2003.

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Thunder Force VI

7.5

Developer	Sega
Publisher	Sega
Release date	(jp) October 30, 2008
Genre	Shooter
Mode	1 Player

Thunder Force VI is a horizontally scrolling shoot 'em up released for the PS2. The director is Sega employee Tetsu Okano, who has previously worked on Segagaga, Astro Boy: Omega Factor and Gunstar Super Heroes.

The game is set eleven years after the events of Thunder Force V. Players is at war with an alien menace known as Orn Faust who attacks the Earth.

The gameplay proceeds in 2D as in the previous games but scenery moves in three dimensions. There are oftentimes where the player ships executes rolls, turns or dives in the background, though gameplay is not hampered by this new addition.

Unlike most shooters, all weapons are available at all times, and can be freely swapped according to the situation. Each ship is equipped with five types of weapon arms and an Over Weapon, a special weapon gauge which collects energy gained by destroying Orn forces to unleash a powerful attack.

The player has a total of three ships (two must be unlocked) to select before starting the main game. Each ship has its own unique attributes that makes the best use in combat situations, though the controls are quite similar.

J

Thunderstrike: Operation Phoenix

6.5

J N P

Developer	Core Design
Publisher	Eidos Interactive
Release date	(eu) October 12, 2001
Genre	Action, Simulation
Mode	1 Player

This game is the the sequel to Firestorm: Thunderhawk 2 and is a fast-paced 3-D arcade-action game based on military campaigns involving realistic vehicles and massive sprawling environments. Players can customize their chopper with hell-fire missiles, shockwave bombs, chain guns, and other weapons. They must crush hostile air and ground forces in a variety of environments.

Threat Con Delta

8.9

Developer	ASK
Publisher	Taito
Release date	(jp) September 30, 2004
Genre	Simulation, Shooter
Mode	1 Player

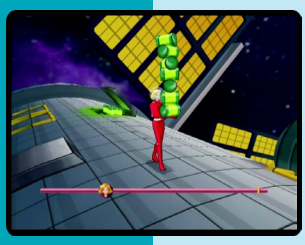
Kyoushuu Kidou Butai: Kougeki Helicopter Senki is an action game that lets players explore a large game world flying helicopters. The game features semi-realistic helicopter controls that utilize the PlayStation 2 controller's dual analog sticks.

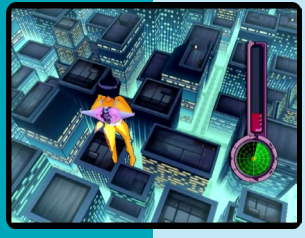
The title Threat Con Delta seems to have been the name of the planned North American release.

J

Totally Spies! Totally Party

6.4





Developer	OUAT Entertainment
Publisher	Ubisoft, (us) Valcon Games
Release date	(au) October 18, 2007
Genre	Party, Mini-games
Mode	1-2 (3) Players

Totally Spies! Totally Party is an arcade action aimed at children and based on the background of the animated series Totally Spies. The story of the game is directly related to the events presented in the television cartoon. The game's plot tells the fate of three teenage schoolgirls who were incorporated into the American Special Services: Sam, Alex and Clover. The player's task is to perform the tasks assigned by the Head of the Agency called Jerry.

The game offers a story and an arcade mode. The story mode consists of ten chapters. In each chapter the player must defeat another enemy by taking his energy. A duel takes place on the game board. Each box is marked with a different symbol, such as: base, bonus gadget, mini arcade game. The game offers a total of 25 arcade mini-games, such as: appearance on the catwalk, landing on the roof of a skyscraper, fighting with aliens, escape from fans, throw a dog, avoiding lasers, boutique defense or eating sushi on time. The victory in a mini arcade game unlocks the arcade mode. Chapter winner receives an extra ability. For special achievements the player receives additional outfits.

The multiplayer mode allows to play three people at a time.

N P

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Tim Burton's The Nightmare Before Christmas: Oogie's Revenge

6.5

Developer	Capcom, TOSE
Publisher	Buena Vista Interactive, (jp) Capcom
Release date	(eu) September 30, 2005
Genre	Beat'em up
Mode	1 Player

The Nightmare Before Christmas: Oogie's Revenge was released for the PS2 and Xbox. It is the sequel of the 1993 American stop motion musical fantasy film The Nightmare Before Christmas. A GameCube version was planned, but was cancelled.

Players control Jack Skellington the Pumpkin King who must fight to claim back Halloweentown after the towns folk put back together Oogie Boogie while Jack was away. Now Oogie is controlling the town and it's up to Jack to claim back his crown and save the town.

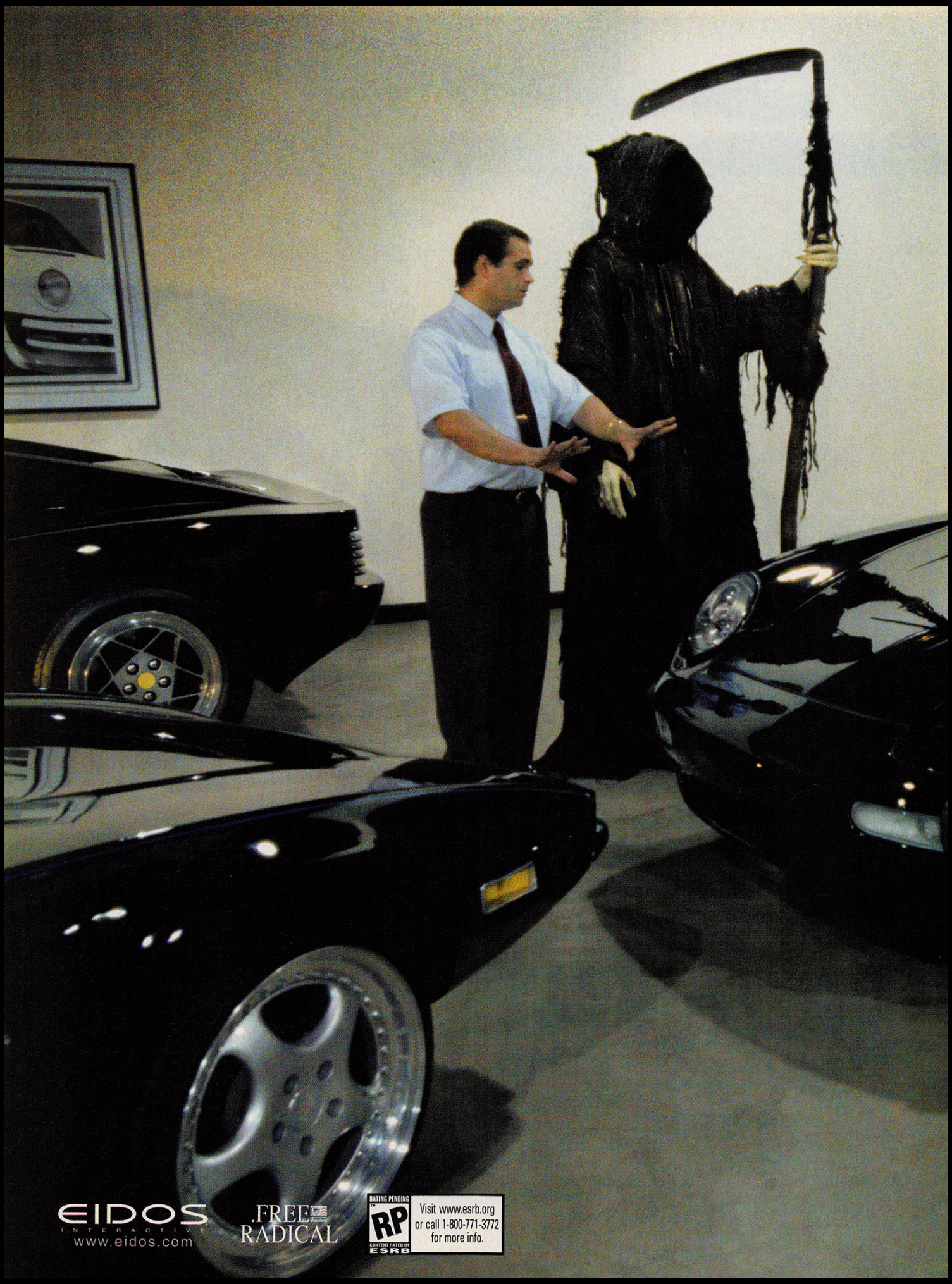
Gameplay in the game is very similar to Devil May Cry, with the exception of it being easier for younger and less experienced players. Both titles were developed by Capcom. Jack can transform into Santa Jack and the Pumpkin King later in the game. Santa Jack can lay down three types of presents to thwart his enemies, while the Pumpkin King form can set them aflame or lay down a bomb. The gameplay consists of 24 Chapters (excluding two secret chapters). Players must fight numerous enemies, perform platforming tasks, and occasionally solve puzzles to progress through the story.

There are doors of the holiday worlds obtained when players complete a certain level. However, they are simply plot items and do not grant the player access to other Holiday themed towns. However, later Chapters allow the player to enter Christmas town.

Each of Jack Skellington's costumes have different abilities. For example, Santa Jack can throw out presents to stun enemies or freeze enemies in ice, and the Pumpkin King can burn enemies, open doors by burning them etc.

Additionally, there are several unlockable costumes, however, they do not grant any additional abilities.

Reception to the game was mostly mixed.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PlayStation 2

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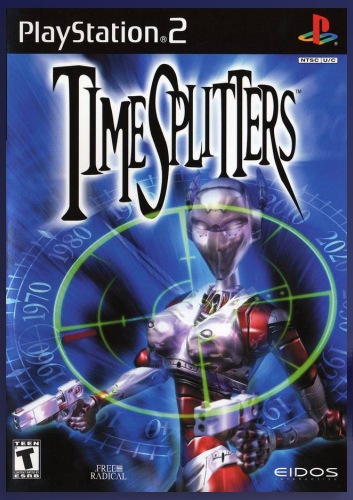

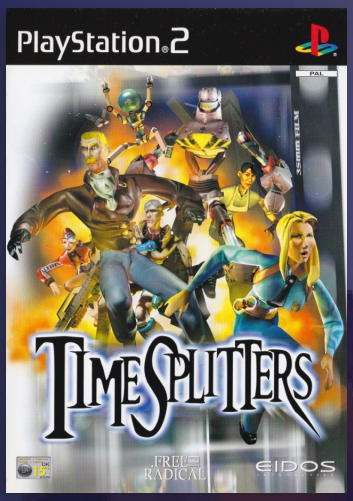

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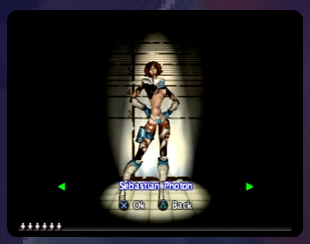


TimeSplitters

Developer	Free Radical Design
Publisher	Eidos Interactive
Release date	(us) October 23, 2000
Genre	First-person shooter
Mode	1-2 (4) Players

TimeSplitters is a first-person shooter and the first game in the TimeSplitters series. It was released as a PS2 launch title. The game revolves around the concept of travelling through time in a story mode spanning 100 years.

As a first-person shooter game, TimeSplitters bears several gameplay and presentational similarities to GoldenEye 007 and Perfect Dark, including a similar aiming system and unlockable options through quick level completions. The game's story mode can be played alone or co-operatively with one additional player. Every level in story mode can be played on three difficulty settings; several aspects, such as the enemies aggressiveness and the addition of new areas, can vary in function of the chosen difficulty.

Taking place at nine fictional locations between 1935 and 2035, the story follows 18 characters' individual attempts at defeating their own foes and the "TimeSplitters" with whom they have sided. In each level, the player can choose from one of two characters specific to each mission, and must kill enemies as they move through the level to retrieve an object and then carry that object to the exit portal. After a player picks up the object, TimeSplitters, evil mutant creatures, spawn endlessly throughout the level and attack the player.

TimeSplitters features a multiplayer mode, known as "Arcade", where up to four players and ten computer-controlled bots can compete individually, or in up to four different teams in certain modes. There are six multiplayer modes and aspects of each mode — such as the weapons and levels available, the winning condition, and managing characters — can be customized to match player preference. Completing the story mode on the easiest difficulty unlocks "Challenge Mode", which provide certain goals on a pre-set map within the time limit.

The game contains a level editor that allows the player to create their own level from a selection of various pre-made tiles. Light settings of the tiles can be edited individually and items can be added to the map. The map can be given any one of five themes; these themes change the interior shape of the tiles and their appearance. The player can also play and test their levels in any certain mutliplayer modes, as well as saving them to their memory card.

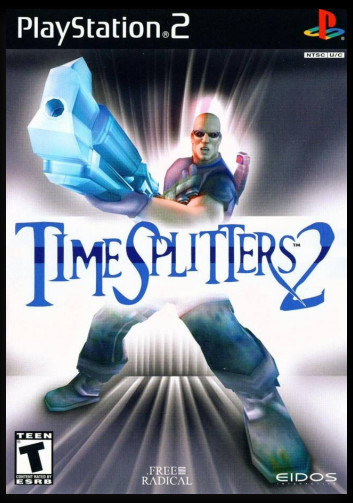
In February 1999, several members of the GoldenEye 007 and Perfect Dark development team — including David Doak, Steve Ellis, Karl Hilton and Graeme Norgate — left Rare to form their own company based in Nottingham, England called Free Radical Design. TimeSplitters was the first project for Free Radical Design team, and the development was carried out by eighteen people. Graeme Norgate composed the music for TimeSplitters.

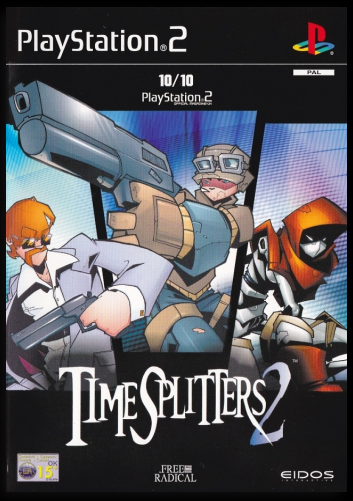
David Doak, the designer of TimeSplitters, said that the team focused on *"action-based gameplay, but there are many other elements"* and stated that the game would be *"using both analog controls on the DualShock 2 and all of the controls will be fully customizable."* The team additionally included a "sign-on" system, which saves individual player profile and preferences stored on the memory card.

Because of the PlayStation 2's hardware limitations, Steve Ellis explained that *"[g]etting a four-way split screen working at a good frame rate is a problem on any console, and the PS2 is no exception"*. The team did not use anti-aliasing for TimeSplitters as it would reduce the frame rate drastically. TimeSplitters uses a modified version of the GoldenEye 007 engine, which is written in C.

TimeSplitters received generally favourable reviews according to Metacritic. Edge praised the game's fluid and action-packed multiplayer mode, comparing it favourably to the Quake series, and credited the artificial intelligence of enemies for being relentless, especially during multiplayer matches.

9.0





JNP

TimeSplitters 2

Developer	Free Radical Design
Publisher	Eidos Interactive
Release date	(us) October 8, 2002
Genre	First-person shooter
Mode	1-2 (4) Players

TimeSplitters 2 is a first-person shooter released for PS2, GameCube and Xbox. It is the second game in the TimeSplitters series.

The game features a story mode consisting of ten levels. The game's story finds Cortez, the series' hero, on a quest to discover the origins of the TimeSplitters, an enigmatic group that travels through time causing trouble for the good people of Earth. Using the paradoxes of time travel to his advantage, the hero can regularly join up with past and future versions of himself, to fight the enemy as a team.

TimeSplitters 2 is a first-person shooter that requires players to kill enemies and complete objectives using a variety of weapons and tactics in different predefined scenarios.

The weapons of TimeSplitters 2 include handguns, rifles, submachine guns, shotguns, rocket launchers, a grenade launcher, various explosives, a crossbow, a flamethrower, a fire extinguisher and a brick. They are of many different time periods, from the historical to the futuristic. Some weapons have an alternate fire which activates a feature such as launching a grenade or detonating a remote mine. It is possible to dual wield some weapons.

Arcade mode is the main multiplayer section of TimeSplitters 2. It can normally be played with up to four players split-screen. However, with a System Link, up to sixteen players can participate. System link was not included with the GameCube version. When a player is killed, they is respawned at a random location on the map with full health. Weapons, armour, and other items that enhance players' abilities are placed in several preset positions scattered about the map. The objective of the game depends on the mode selected. Four are available at the start: Deathmatch, Team Deathmatch, Capture the Bag (a version of Capture the Flag) and BagTag (where a player must survive while in possession of the bag for the longest period of time). There are sixteen game modes in total, but twelve are unavailable until the player beats certain levels of the game.

Several aspects of multiplayer can be customised, such as the weapons, the number of points needed to win, etc. There is also a variety of different characters the player can choose to play as, each with their own individual statistics. Some characters are from the Story mode, while there are other more humorous ones such as a dinosaur and an Elvis impersonator. Up to ten computer-controlled bots can be used. Their appearance, difficulty, and team can be customised. The bots can do some acrobatic moves that the player cannot do such as rolls and somersaults.

At the end of each match, the results of the game are shown. This includes the number of points each player or team scored, the weapon the player used most often, as well as awards the player earned. There are nearly 60 awards present in TimeSplitters 2. Players are given them based on what they did in the match.

There is also an Arcade League mode in which one player is placed in an Arcade match with pre-set bots and weapons. There are three difficulty levels of Arcade League: Amateur, Honorary, and Elite. Players must beat them in consecutive order. After a player beats an Arcade League level, a medal is awarded.

A MapMaker is also available that can create playable levels. Levels for Story mode can be made as well as levels for Arcade mode. Created Story levels, however, cannot be played co-operatively. Maps are created by selecting and placing different pre-made tiles and rooms onto a grid. Spawn points, weapons, bags, armour, and objectives can then be placed anywhere on the level. A theme can be chosen for each map such as Victorian, Industrial, Alien, and Virtual, which changes how the rooms appear.

Only LAN networks are supported, but online play is possible with the use of PCs and third-party networking software.

After Free Radical Design developed the first TimeSplitters, TimeSplitters 2 went into development, trying to create a more fulfilling story mode alongside the Arcade and MapMaker modes. The game was developed over a 23-month period, with around half of that time devoted to creating the opening level.

It was also one of the first multi-platform games to be re-released on both the PS2 Greatest Hits and Xbox Platinum labels.

The location of the health bar and other gameplay features are reminiscent of GoldenEye 007 and Perfect Dark. The game engine present in TimeSplitters 2 is also very similar to the one present in GoldenEye 007. They both contain a similar aiming system and both lack the ability to jump.

There are a few minor differences between the console versions of TimeSplitters 2. For example, the PS2 version has a smaller playing field for minigames such as Anaconda. This consequently makes high scores on the PS2 version lower than the Xbox and GameCube versions which both have bigger playing fields for the minigames.

Aside from its NSTC and PAL releases, TimeSplitters 2 is unique in the series in that it was released in Japan as Time Splitter: Invaders of History (タイムスプリッター ～時空の侵略者～ Taimusupurittā ~Jikū no Shinryaku-sha~) for PS2. This version of the game is missing the MapMaker.

TimeSplitters 2 also received a Korean PS2/NGC release.

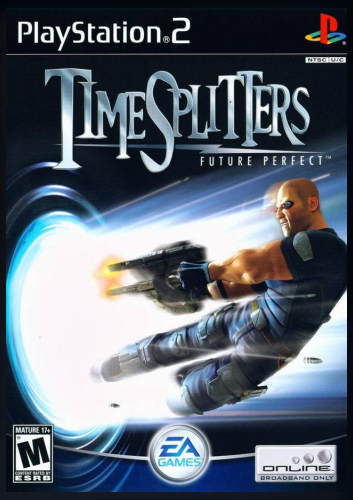
The PS2 version of TimeSplitters 2 received "universal acclaim", while the GameCube and Xbox versions received "generally favorable reviews", according to Metacritic.

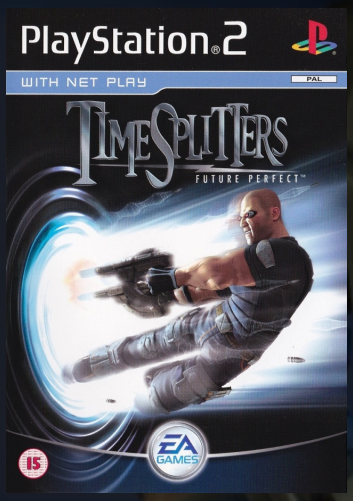
In comparison to the first game in the series, GamePro called *"TimeSplitters 2 [...] everything the original game was and more" and "outdoes most other PS2 shooters in the process"*. GameSpot said that the game *"may very well be the best split-screen multiplayer-focused first-person shooter ever created."* IGN concluded that the game was *"clearly the best multiplayer first-person shooter on the PlayStation 2,"* but commented that it was not story-driven and little empathy was felt for the characters.

The game has also been compared to GoldenEye 007 because of its many similar game elements, shared developers and references to that game, such as both games beginning on a Siberian dam.

TimeSplitters: Future Perfect

8.4





Developer	Free Radical Design
Publisher	EA Games, (eu) Electronic Arts
Release date	(us) March 21, 2005
Genre	First-person shooter
Mode	1-2 (8) Players

TimeSplitters: Future Perfect was released for the GameCube, PS2 and Xbox. It is the third game in the TimeSplitters series.

This game was the first in the series to be published by EA, after Free Radical Design changed publishers, possibly after a contract ran out or because of a dispute. The graphics have become greatly improved, though they keep the signature TimeSplitters cartoonish look. The overall pace of the game is slower than its predecessors, since it features a more plot-driven Story than the frantic pacing of previous titles.

The game features a single-player mode consisting of levels where the player assumes the role of Sergeant Cortez, a time-traveling marine from the 25th century, as he attempts to go to the past to save the future.

TimeSplitters: Future Perfect is a first-person shooter in which players battle their way through thirteen story missions spread across six time periods, either alone or cooperatively. The protagonist's arsenal varies depending on the time period he travels to: for example, traveling to 1924 will allow Cortez to wield World War I weapons; a Soviet setting in the 1960's contains various local firearms of that time period; stages that take place in the future feature corresponding futuristic weaponry, etc. In addition to fast-paced shooting gameplay there are also some stealth and vehicle-driving segments.

Like in the previous installments of the series, various multiplayer modes are included. Players can take on AI opponents on any of the fifteen arcade maps, or make their own ones. Players can also compete for awards in dozens of arcade league matches and challenges. It is possible to choose from between 150 characters and challenge other players to a head-to-head battle, either with up to four-player split screen or online and LAN play.

TimeSplitters: Future Perfect received "favorable" reviews on all platforms according to Metacritic.

It won an "IGN Best of 2005" award for "Best First-Person Shooter"

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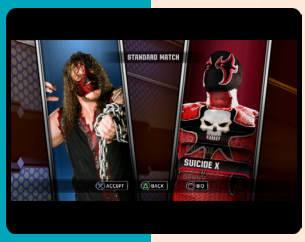
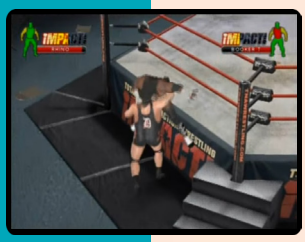
TNA iMPACT!

5.8





Developer	Midway Studios - Los Angeles
Publisher	Midway
Release date	(us) September 9, 2008
Genre	Sports
Mode	1-2 Players

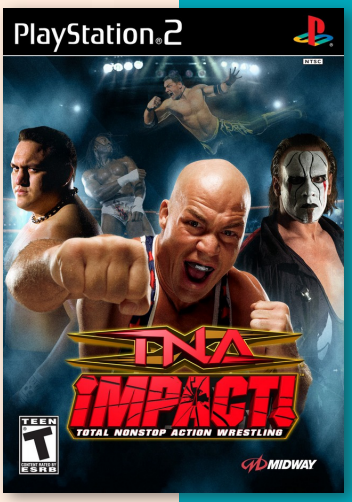
TNA Impact! is a professional wrestling game based on the professional wrestling promotion, Total Nonstop Action Wrestling (TNA).

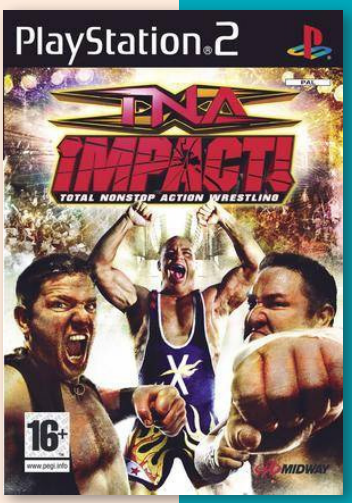
TNA Impact! is geared towards a quick-paced, high-impact style of play, with less emphasis on submission maneuvers. Scans of the actual wrestlers were used for the game in place of hand-painted textures to include small details, such as skin texture and specific scars. Finishers are accessed by building up the “Impact! meter” displayed on the screen. In the same area a color-coded damage indicator shows the condition of characters. The game also features mini-games for escaping pin attempts and submission holds.

TNA’s signature match, Ultimate X, is a playable match type, alongside the more standard Singles, Tag team and Fatal Four Way matches. Submission and Falls Count Anywhere matches are also included. Eight different venues—including TNA’s main home; Florida’s Impact! Zone, and arenas set in Japan, Mexico, England, Las Vegas, and locations designed to evoke the independent circuit feel—are available to house matches, with the Impact! Zone having an increased ringside area for play and hot spots for player interaction. Liverpool Olympia is also a playable arena in the game.

The story mode’s main character is a wrestler named Suicide. In the game, Suicide is a professional wrestler moving up the ranks of Total Nonstop Action Wrestling, when prior to his match for the TNA World Heavyweight Championship, he is approached by The Latin American Xchange, who tell him to throw the match. Suicide does not comply and instead goes on to win the title, resulting in him beaten up beyond recognition by LAX and left for dead in Mexico. Doctors find him alive, but suffering from amnesia, and aid in his recovery while offering free plastic surgery as well. This allows the player to create their own look for Suicide, establishing his new identity in the process

In December 2008, the Suicide character was introduced on television as a real-life wrestler.





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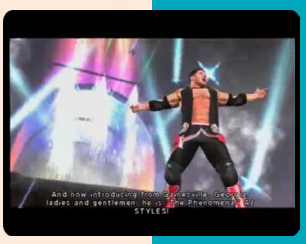

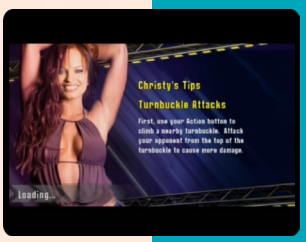

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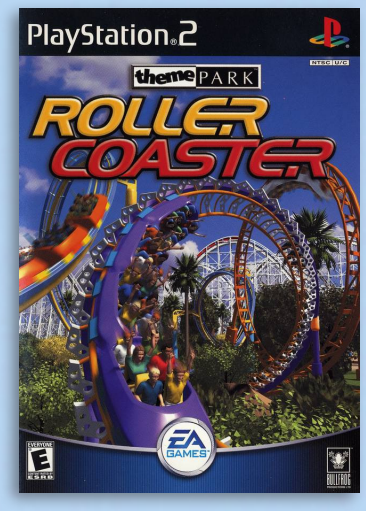
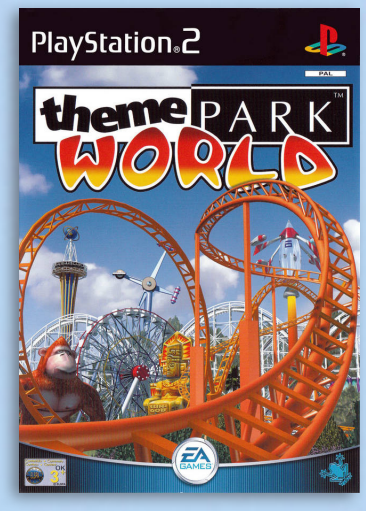




J N P

Theme Park Roller Coaster

Developer	Bullfrog Productions
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) December 4, 2000
Genre	Simulation, Strategy
Mode	1 Player

Theme Park World, also known as Theme Park 2, and in North America as Sim Theme Park, is a 1999 construction and management simulation. The direct sequel to Theme Park, the player constructs and manages an amusement park with the aim of making profit and keeping visitors happy. Initially developed for Windows, it was ported to PlayStation and PS2, whose version was titled Theme Park Roller Coaster in North America, as well for Macintosh computers.

Theme Park World tasks players with managing a series of amusement parks. To do this, the player must choose how to spend their funds, finding ways to expand the number and scope of their parks while remaining profitable. Money can be used to purchase things such as new rides or attractions, and hire staff to maintain the park. As in its predecessor Theme Park, the staff available for recruitment include mechanics, cleaners, entertainers, and guards, but Theme Park World also introduces a new role: scientists. The staff repair rides, clean litter, entertain visitors, ensure the park's security and research new rides, shops, and attractions. Staff can be trained to make them more efficient, and require frequent rest in staff rooms.

Rides can be upgraded to increase their reliability, capacity, and speed, as well as provide additional components for track-based rides, such as jumps and tunnels for race tracks, and loops for roller coasters. Toilets and features such as bins, speakers, and security cameras can also be purchased. Various elements can be controlled by the player, such as the price of admission, the layout of the roller-coaster tracks, and the quality of goods in the shops. The player can build cafés, novelty stores, restaurants, and parlours for foodstuff such as fries, ice creams, and burgers. In the PlayStation version, certain rides and sideshows are playable as minigames such as races and 9 puzzles. The player can take loans and purchase additional land for the park.

A key focus is maintaining visitor satisfaction: the player is provided with feedback on visitors' merriment in the forms of a happiness meter, and thought bubbles.

The player can earn golden tickets or keys for completing tasks such as getting a certain number of people in the park, reaching a certain happiness level, and making a certain profit in a year. Golden tickets can be used to buy special rides that cannot otherwise be researched by park scientists, as well as unlock golden keys needed to open additional parks.

There are four themes of park: Lost Kingdom (featuring mainly mesozoic, but also Aztec, Mayan, and Ape-based rides) Wonder Land (described as a "fairy kingdom"), Halloween World, and Space Zone, with Space Zone being the hardest.

In the PlayStation version, there are two parks for each theme. Each world has setting-appropriate rides, shops, and sideshows. Only the Lost Kingdom and Halloween World are available at the start (in the PlayStation version, the players start in the Lost Kingdom).

The player can ride rides, and tour the park in the first-person view. In the PlayStation version, four golden tickets are required to use the latter feature.

There is also an Instant Action mode, in which the player starts with a pre-built park in the Lost Kingdom, some staff, and double the usual amount of money. It features automatic research and cheaper staff, tracks, and expansion, but certain rides, shops, sideshows, upgrades, and features are not available.

Many Bullfrog personnel had wanted to produce an updated version of Theme Park. Producer Jeff Gamon said that and that players wanted to ride rides they created and Bullfrog built on the original game's success using the latest technology. Gamon also said that Theme Park World would be less objective-based and more open-ended than the previous Theme games. Early in development, there were 12 artists, who were led by Darran Thomas before he left Bullfrog with Jeremy Longley and Glenn Corpes to found Lost Toys.

The game used a 3D engine to eliminate the need for a 3D accelerator card, and an advanced behavioural AI system that gave visitors different behavioural traits. Programmer, Ben Board, said that the most important feature was the queuing behaviour, and that he spent a while making it look interesting when visitors were in long queues. Many management features of the original game were retained, but some, such as supply ordering and competition with other parks, were removed. Staff would no longer get strike action because it was considered confusing and annoying.

Theme Park World originally used the Populous: The Beginning engine, but it was *"limiting"*, and a new one was built. Most of the development team were from Mindscape: they were brought to Bullfrog to complete Dark Omen. After Theme Resort was cancelled, its team joined the people from Mindscape to develop Theme Park 2.

On 7 August 1999, it was announced that Theme Park World would be renamed Sim Theme Park in North America, and would be released as part of Maxis' (a sister company of Bullfrog) Sim line. The renaming was to make the game easy to recognise by all types of gamer. Bullfrog General Manager Bruce McMillan said that the Theme series was much stronger in Europe and Asia than North America, and the re-branding would inform gamers of the type of gaming experience the game would offer. He also said they were pleased to work with Maxis, which would allow the game to become popular in the United States. Luc Barthelet, Maxis' General Manager, said Theme Park World *"is a great game"* and that he was pleased to have it as part of the Sim series, but expressed jealousy at Bullfrog for developing such a game before Maxis.

Theme Park World received generally positive reviews, though it failed to match the success of its predecessor.

The PlayStation 2 version was described by a reviewer of Jeuxvideo.com as *"a very good simulation game"*, and he also said the graphics were good, but could have been *"more beautiful"*. IGN's Doug Perry said the PlayStation 2 version is smoother than the PC version, and praised its *"laptop"* interface. He described the game as *"a fun, clean addictive game that's intelligent and highly amusing"*. Jeff Gerstmann of GameSpot liked the fact the Ps2 version's goals are made clear, and believed the music fits the parks well and the fact that it has multiple parks made it great for players who like to play for short periods.

Theme Park World was awarded the 2000 BAFTA Interactive Entertainment Award for sound.

Thrillville

6.9

Developer	Frontier Developments
Publisher	Atari, (us) LucasArts
Release date	(us) November 21, 2006
Genre	Simulation, Strategy
Mode	1-2 (4) Players

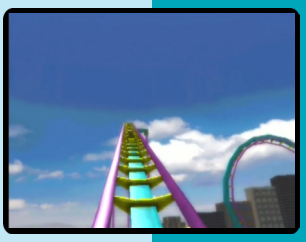
Thrillville is a simulation and strategy game that depicts theme park management, very similar to RollerCoaster Tycoon. Thrillville was released for PS2, PSP and, in North America, Xbox. Created by the team behind RollerCoaster Tycoon 3, the game moves away from pure management for the console systems.

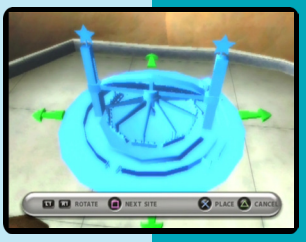
The concept of the game is to design and build a theme park that will satisfy tourists looking for a thrill. Park guests must be kept happy by use of roller coasters and race tracks, carnival rides, and games like bumper cars and arcade games. In party play mode, players can play all the minigames available against the computer or friends. The player can build facilities, such as bathrooms, food stalls, drink stalls, and hat and balloon stalls. The player may also talk and interact with their guests to become friends. If using a teen character, the player may also flirt with the opposite sex. The player can play minigames to gain money, make loans, and hire staff to clean, entertain, and fix rides. Keeping park guests happy will increase publicity and money.

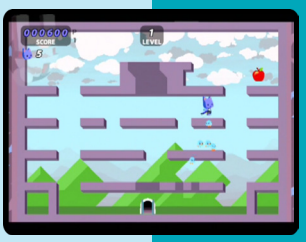
The game provides missions to the players, divided into five categories: upkeep, which involves taking control of staff to keep the park in working order; build, which involves building and upgrading attractions; games, which involves playing and winning games throughout the park; business, which involves managing the park's finances, advertisement campaigns, etc.; and guests, which involves interacting with the park's guests. After completing enough missions, the player is allowed to move onto another theme park.

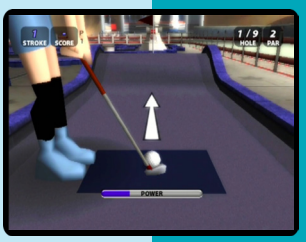
There are five parks in total: Thrillville, Thrillville Timewarp, Thrillville Paradise, Thrillville Adventures, and Treasures of Thrillville; each park is divided into three sections with their own unique theme.

The game received "average" reviews on all platforms according to Metacritic.



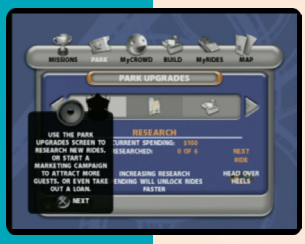


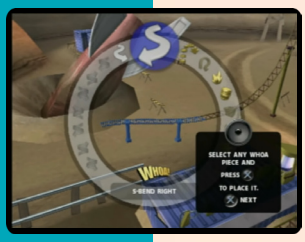


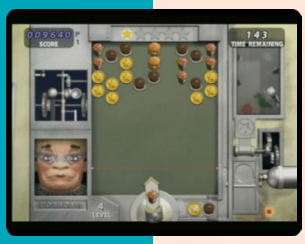


Thrillville: Off the Rails

7.0







N P

Developer	Frontier Developments
Publisher	LucasArts
Release date	(us) October 9, 2007
Genre	Simulation, Strategy
Mode	1-2 (4) Players

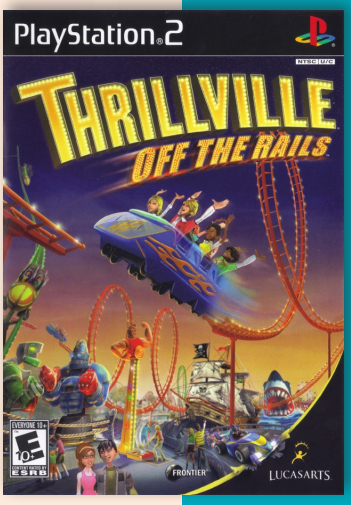
Thrillville: Off the Rails is a theme park simulation game and is the sequel to Thrillville.

The main plot line is that Globo-Joy, the rival park owners and main antagonist from the first game, are trying to destroy the name of Thrillville by putting saboteurs in the park.

The only way to solve the mystery is to help solve the guests' problems by building new rides and coasters or beat challengers in games.

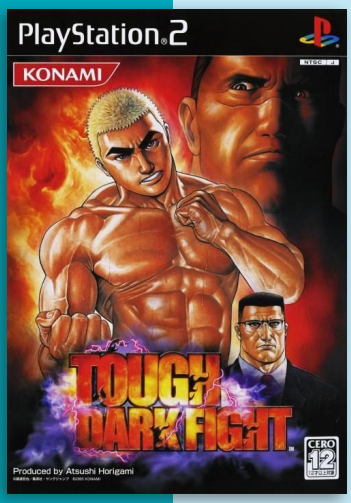
Like the original game, Off The Rails is a strategy and simulation game about being the park manager of all of the Thrillville theme parks. The game allows the placing and deletion of attractions and buildings such as flat rides, food and drink stalls, bathrooms, games, and also contains various minigames to play both in the park and in the game's "Party Play" mode, along with editing and allowing the players to ride their own roller coasters inside each of the Thrillville theme parks.

The game received "mixed or average reviews" on all platforms according to Metacritic. Most critics cited that the mini-games are a welcome addition, especially for multiplayer; however, the game was criticized for its so-so graphics, including the PC and Xbox 360 versions. Critics also cited some cases of repetitiveness in gameplay.



Tough: Dark Fight

5.3



Developer	Konami
Publisher	Konami
Release date	(jp) December 1, 2005
Genre	Fighting
Mode	1-2 Players

Tough: Dark Fight is a fighting game based on the martial arts manga, TOUGH: High School Iron Fist Legend (published between 1993 and 2003). The game takes place in between the two missing years between the two manga series.

The game features a number of characters from the manga, as well as eight new characters.

J

PGA Tour is a series of golf video games developed and published by Electronic Arts and later their EA Sports sub-label since 1990, the series primarily features courses featured on the U.S. PGA Tour, and other notable courses (such as those that have hosted majors).

In 1998, EA began publishing their golf games with the endorsement of Tiger Woods. Following the Tiger Woods 99 PGA Tour Golf release, subsequent titles were named Tiger Woods PGA Tour and released yearly.

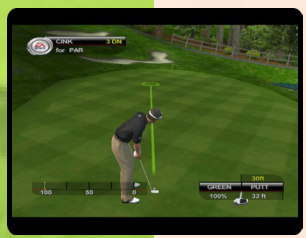
In October 2013, EA announced that it would end its relationship with Woods and replace him with another golfer for the next installment. On March 16, 2015, it was announced that Rory McIlroy, then top golfer in the world, would become the new title athlete of the franchise, which will now be known as Rory McIlroy PGA Tour

The series was responsible for several innovations in the genre, such as the now standard three-click swing method. In 1995 a critic stated in GamePro that *"The PGA series flies high above the rest for two reasons: You can completely control a shot, and you play on the best courses around."* However, unlike other games in the EA Sports label, the series was often shadowed by other competitors such as the Jack Nicklaus series, Links series, Microsoft Golf or The Golf Pro.

As of 2019, PGA Tour has brought in almost $771 million since it began in 1999.

7.4

Tiger Woods PGA Tour 2001



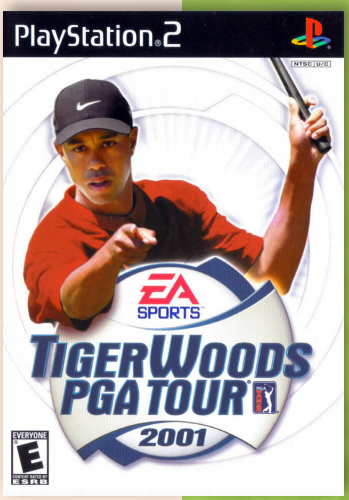
J N P

Developer	Stormfront Studios
Publisher	EA Sports, (eu) Electronic Arts, (jp) EA Victor
Release date	(us) February 26, 2001
Genre	Sports
Mode	1-2 (4) Players

Tiger Woods PGA Tour 2001 is the first installment in the series for PS2 and was released for Windows version, PlayStation and PS2.

The game can choose from six different pro golfers and play on three real-life courses including SpyGlass Hill, Pebble Beach, and Poppy Hills and putt their way through exact replicas of all 18 holes. The varied modes of play are now supported by two new entries, Challenge and Play-Now, in addition to such returning staples as Match, Skins, and Stroke.

Making use of the PS2's additional graphical capacity over its PlayStation counterpart, the game also feature 3D environments and players, as well as an enhanced analog control system that makes use of the PlayStation's Dual Shock 2 enhancements.



Tiger Woods PGA Tour 2002

8.0

J N P

Developer	EA Sports
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) February 24, 2002
Genre	Sports
Mode	1-2 (4) Players

In the 2002 version, the game used the TruSwing Technology engine, giving the golfers more realistic movements. The more accurate shot detail allowed for a more competitive game, and better chances at making the hole.

6 courses, with a choice of 12 golfers (including Tiger, Justin Leonard and many more) was available, plus a host of fictional characters each with a different style of play and attitude towards golf.

Game modes include the usual single player campaign to take the golfing crown, the Tiger Challenge (where players go against or with Tiger Woods on the Tiger Dream 18 holes) and Speed Golf, where two players compete to see who can get to the hole quickest.

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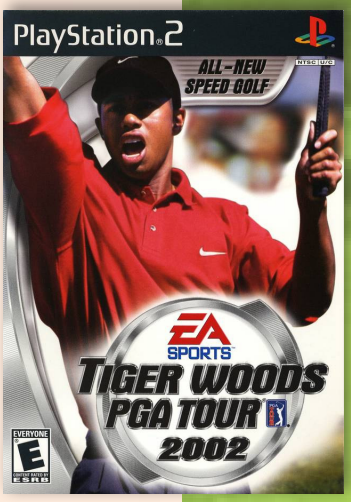
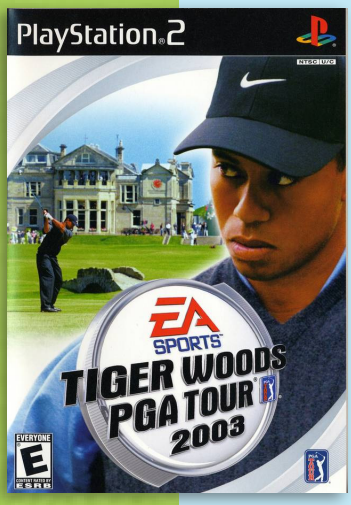


Tiger Woods PGA Tour 2003



Developer	EA Sports
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) October 27, 2002
Genre	Sports
Mode	1-2 (4) Players

8.8

N P

Tiger Woods PGA Tour 2003 was released for Xbox, PS2, GameCube, Windows and Mac OS. Among the features in the game is the Tiger Challenge, in which the player is matched against real or fantasy golfers one at a time. There is also a scenario mode with 50 scenarios, challenging the players' skills in a variety of realistic settings. The game also includes a tournament mode that simulates a season on the PGA Tour.

The game received "critical acclaim", according to Metacritic. It was also nominated for Computer Gaming World's 2002 "Sports Game of the Year" award, which ultimately went to Madden NFL 2003. The editors of Computer Games Magazine named PGA Tour 2003 the seventh-best computer game of 2002, and wrote, *"Featuring the best swing interface ever created and the most successful career mode yet implemented, it's the biggest step forward in the genre since Links 386."*

Tiger Woods PGA Tour 2004

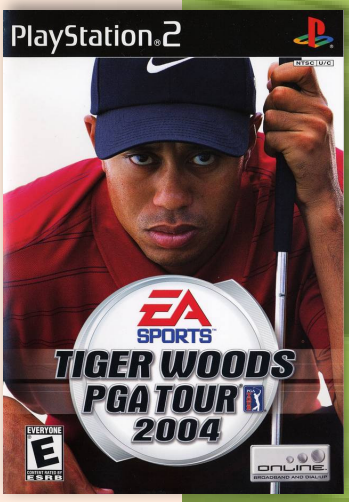
8.9

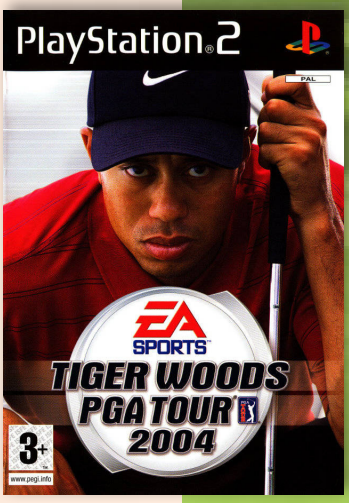
Developer	EA Sports
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) September 22, 2003
Genre	Sports
Mode	1-2 (4) Players

The biggest addition to this version is EA's Game Face, which lets players customize their players' physical appearance. They have the basics, such as hair, skin, facial hair and other general appearances, but Game Face allows them to customize every other aspect, from teeth shape, logos, tattoos, headbands, hats, individual body mass, muscle tone, mid-section, arms and legs. They also have the option of choosing specific character animations.

One of the new modes is World Tour, which puts players through a standard 52-week PGA tour to earn money, sponorships, and better gear. They can play for up to twenty seasons. The other new game mode is Battle Golf, where they can win an opponent's clubs if they beat them. All the other standard game modes are here, from Skill Challenge and Speed Golf to a Skins Match or Practice.

A new feature is the game's ability to read the console's internal clock, and provide players with game modes. If it's near the end of October and the clock is properly set, players may be invited to a Halloween event where they can win items specific to that event.





Tiger Woods PGA Tour 2005

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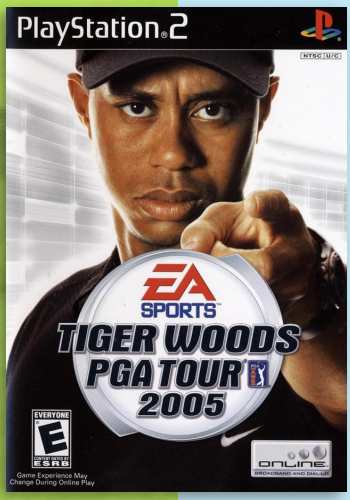

Developer	EA Sports
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) September 20, 2004
Genre	Sports
Mode	1-2 (4) Players

In this iteration of the Tiger Woods lineage, players can customize their golfer down to the kind of swing to use, strength, putting skill, luck etc., as well as buying accessories and equipment which all affects the game. Players can also create their own courses by spending "Legend Coins".

Putting using the new "Tiger Vision" lets players see how Tiger Woods would play the shot. They can also play against the Hustler, a golfer created by and motion captured by Justin Timberlake.

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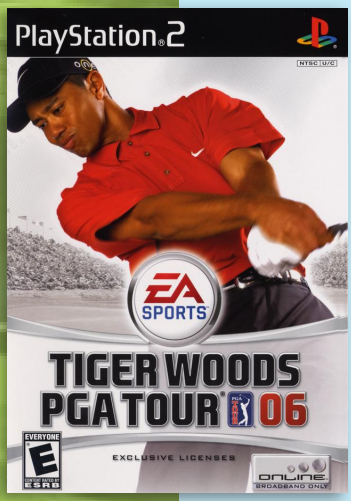
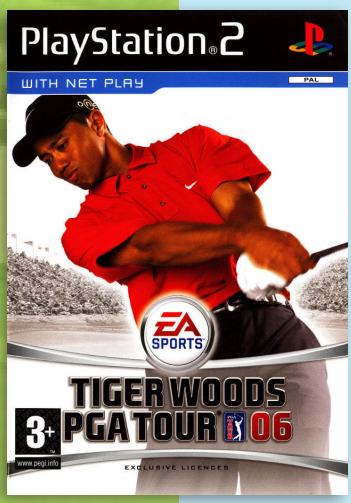
Tiger Woods PGA Tour 06

8.3





Developer	EA Sports
Publisher	EA Sports
Release date	(us) September 20, 2005
Genre	Sports
Mode	1-2 (4) Players

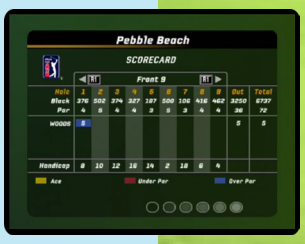
PGA Tour 06 was released for GameCube, Windows, PS2, Xbox, PSP and Xbox 360.

The game features several types of play, including the development of golfers in a simulated PGA Tour environment. Among other things, the game also features a set of famous courses and players. Also it includes the Stroke Play, Match Play, and Skins Play among other numerous methods of play. It also includes the Four Ball, Best Ball, and Stableford modes of play.

By being able to customize golfers and advancing that character through several stages (from amateur to pro) the game allows a high level of identification with the character. The virtual ego can be equipped with various pieces of equipment and styled according to the wishes of the player. The custom outfits are licensed and include several brands which are commonly present in professional golf, among others: Nike, Adidas, Callaway, Ping, Taylormade etc.

Tiger Woods PGA Tour 06 received "generally favorable" reviews on all platforms except the Xbox 360 version, which received "mixed or average" reviews, according to Metacritic.

PGA Tour 06 won PC Gamer US's "Best Sports Game 2005" award.



J N P

Tiger Woods PGA Tour 07

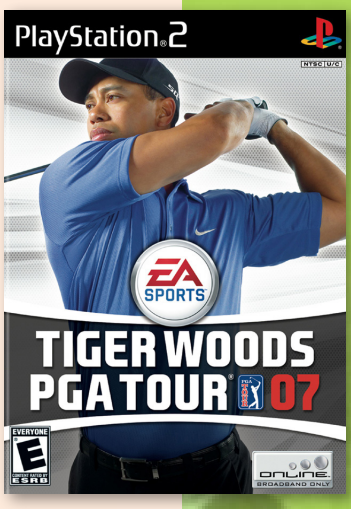
7.9

J N P

Developer	EA Redwood Shores
Publisher	EA Sports
Release date	(eu) September 21, 2006
Genre	Sports
Mode	1-2 (4) Players

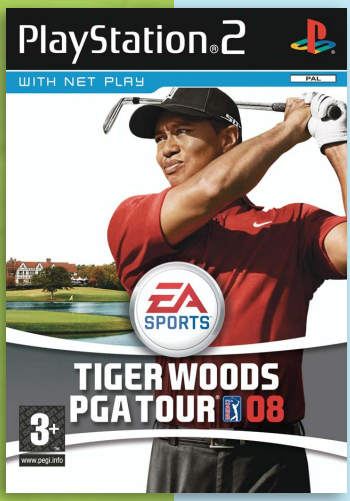
PGA Tour 07 was released for Windows, PS2, Xbox, PSP, Xbox 360, PS3 and Wii.

In contrast to the PS3/Xbox 360 versions, this version are a direct continuation with the framework of Tiger Woods PGA Tour 06. The biggest addition is the Team Tour game mode which the player's four created golfers travel through the world, conquer different challenges in order to compete against Team Tiger in the end.



Tiger Woods PGA Tour 08

6.5



Developer	EA Salt Lake
Publisher	EA Sports
Release date	(us) August 28, 2007
Genre	Sports
Mode	1-2 (4) Players

The 2008 edition introduces enhancements and improvements to the previous version without major graphical or gameplay changes. There are six new courses, with 18 in totalfor the PS2 version and 23 different licensed professional golf players to choose from.

The game allow players to import photos to create in-game faces on the characters based on custom images, using the EyeToy. Further customizations include clothing, hair or eye color and more. The initial statistics can be improved by completing challenges based on power or putting precision. They can also be raised by performing well in the PGA Tour, taking into account skill shots and not just the overall ranking. Players can unlock additional golfers and spend their winnings in the shop on new equipment.

The game incorporates the FedExCup championship format (a collection of tournaments) with rounds of golf at Westchester Country Club, TPC Boston, Cog Hill, and East Lake. The putt preview has been improved, allowing the player to simulate the ball's path once per individual spot, taking into accounts elements such as power, speed and elevation. Shot Confidence is a new addition, keeping track of the player's performance on certain courses, for specific puts and using certain clubs. Great performances raise the confidence, which translates into experience and better performance on specific courses. Low confidence leads to lower accuracy.

As of the North American launch, the game has been plagued with many bugs and technical problems. Known bugs include system "freezing" and crashing.

One supposed glitch that allows players to take shots from the water prompted EA to make a video proclaiming that Tiger can actually walk on water. The action of taking a golf shot in the video game with a golfer standing in the water is known as the "Jesus shot", in reference to Jesus walking on water.

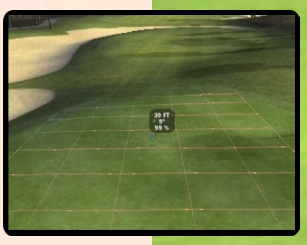
Tiger Woods PGA Tour 09

5.7

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 26, 2008
Genre	Sports
Mode	1-2 (4) Players

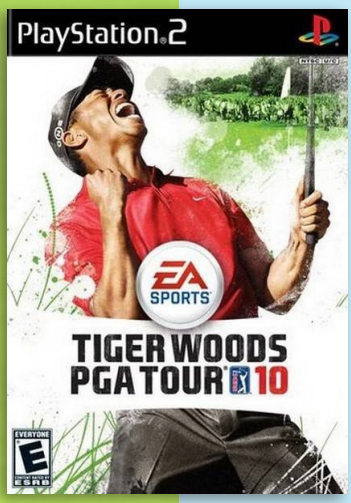
In comparison to the 08 version the game is missing several playing modes. Left are the usual PGA Tour career mode and the EA Sports Cup. The latter consists of short courses with three holes.

With successful tournaments and accomplishments the player receives experience and skill points which are used to improve the character's abilities. The player can choose between two click and the True Swing controls: in the former the player needs to click two respectively three times in the right timing to set the hit conditions and in the latter the player simulates the hit movement with the analog stick. There are overall 27 licensed players and 20 courses.



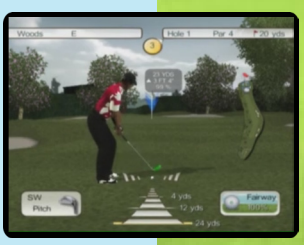
N P

Tiger Woods PGA Tour 10



Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) June 8, 2009
Genre	Sports
Mode	1-2 (4) Players

5.0



Tiger Woods PGA Tour 2010 features the U.S. Open, the USGA Championship and the USGA's Rules of Golf for the first time in the franchise's history. The Weather Channel provides dynamic weather data for the game. The new "Tournament Challenge" mode allows players to replicate famous shots and moments from the PGA Tour's history.

There are several new courses available for this version of the game, including Bethpage Black, Pinehurst (Course 2), Torrey Pines, Oakmont, Hazeltine National, Banff Springs, and Turnberry, with all those listed courses having hosted major championships before. There are also several golfers featured in the game as well as fictitious golfers.

According to NPD, Tiger Woods PGA Tour 10 for Wii sold 272,400 units in North America, outselling Wii Fit in its debut month, putting it in fourth place for the month in overall sales.

N P

8.1

Time Crisis II

J N P

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(us) October 1, 2001
Genre	Light-gun
Mode	1-2 Players

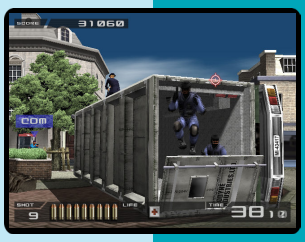
Time Crisis II is a light gun arcade game and the second installment in Namco's Time Crisis series, introducing co-operative multiplayer to the franchise. It was first released utilizing Namco's System 23 arcade board in 1997, with an enhanced port released on the PS2 in 2001. Ports for the original PlayStation and Dreamcast were in development, but were cancelled and never released.

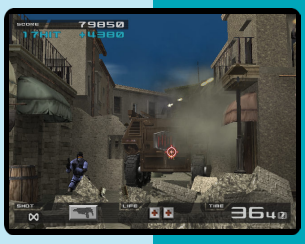
In this game, crime lords around the globe are ready to take over the world, using the latest in rocket satellite technology. It is up to agents Keith Martin and Robert Baxter to rid Earth of this menace.

The game is a first-person on-rails light gun shooter. It focuses on shooting all on-screen enemies in an area within a specific time limit to continue on to the next area and complete the level.

This was the first Time Crisis game to introduce two-player cooperative play by allowing two people to play simultaneously, allowing each player to cover the other (in single player, the computer controls the other character). The PS2 version features split-screen or System Link functionality, which requires two televisions, consoles, and copies of the game and an iLink cable to use.

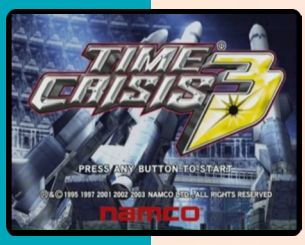
The PS2 version of the game featured enhanced graphics and additional cutscenes. It was packaged with the GunCon 2 lightgun peripheral, although it was also compatible with the Original GunCon. When completed enough times, the player could unlock alternative weapons, such as a machine gun or shotgun, and had the option of wielding two lightguns at a time (with combinations of both GunCon 2 and original GunCon possible). There is also a Crisis Mission mode, in which the players have to complete and perform various tasks, including a simulated gun duel against Richard Miller, the lead protagonist of the first Time Crisis game. Extras also included a clay pigeon shooting mode (including a port of Namco's Shoot Away II light gun clay shooting arcade game), and a virtual port of the mechanical arcade game, Quick & Crash.

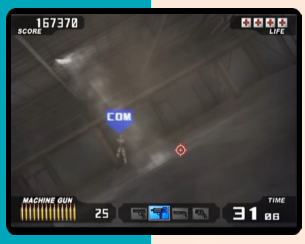


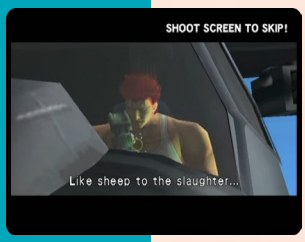


Time Crisis 3

8.1







Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(us) October 21, 2003
Genre	Light-gun
Mode	1-2 Players

Time Crisis 3 is the third installment of the Time Crisis arcade series and originally released in arcades in September 2002. Like its previous predecessor, Time Crisis II, it allows for two players to cooperate in a link play environment and the first in the series to change or select weapons. It was later ported to the PS2.

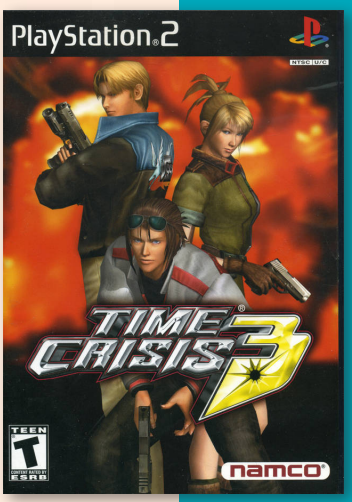
Players take the role of Phoenix (player one) and Pegasus (player two), along with the PS2 exclusive, Alicia Winston, who is tasked with the goal of defeating an enemy who wishes to take over the world.

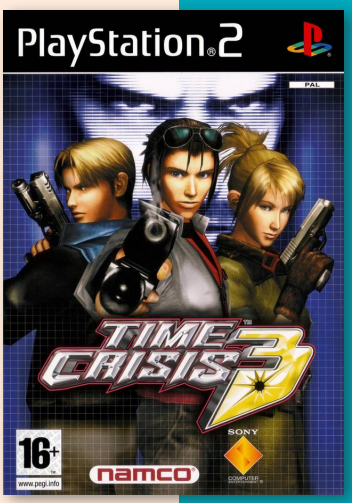
Time Crisis 3 incorporates a new type of weapons system allowing the player to switch between the standard 9-round handgun, a fully automatic machine gun that can hold 200 rounds, a shotgun with 50 shells and a 5-round grenade launcher with powerful splash damage. Only the handgun has unlimited ammunition, though players can shoot yellow-clad soldiers to gain ammunition for their other weapons.

The game also refines the crisis flash system which life-threatening shots are brighter, making pedal-releasing advisories easier.

The PS2 port was released together with a side story featuring Alicia Winston as a player, who is only an unplayable supporter in the arcade version of the game. Gameplay for Alicia is, for the most part, the same as the regular campaign, with occasional sections in which the player must use a Sniper Rifle to deal with enemy snipers. Unlike Time Crisis and Time Crisis II, the home console port features plot elements, features, and weapons not found in its arcade counterpart. As with the PS2 version of Time Crisis II, players can access the Crisis Mission exercise menu through prolonged gameplay.

The game received “favorable” reviews according to Metacritic.

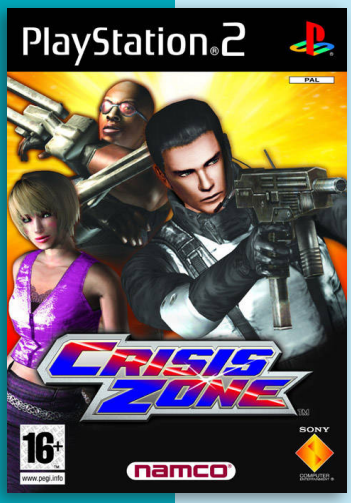




J N P

Time Crisis: Crisis Zone

6.6



Korean Release

Developer	TOSE
Publisher	Namco, (eu) SCEE, (au) SCE Australia
Release date	(eu) September 17, 2004
Genre	Light-gun
Mode	1 Player

Crisis Zone is a spin-off of the Time Crisis series, originally released for arcades in 29 March 1999.

In Crisis Zone, the player controls the elite anti-terrorist Special Tactics Force (S.T.F.) leader, Claude McGarren. The game uses the same reload and hide system; however, the player uses a machine gun, a customized Steyr Mannlicher TMP with a sight laser and a capacity of 40 rounds. Players take cover behind a portable ballistic shield that is strapped to the character's left arm. The "crisis flash" is replaced with a warning target icon to remind players to hide from a threatening shot, though it is possible to interrupt the enemy from shooting. Crisis Zone is the first Time Crisis game to date to allow the player to select between three levels to play in any order. Upon completion of all three of them, the player can then play the final level to beat the game.

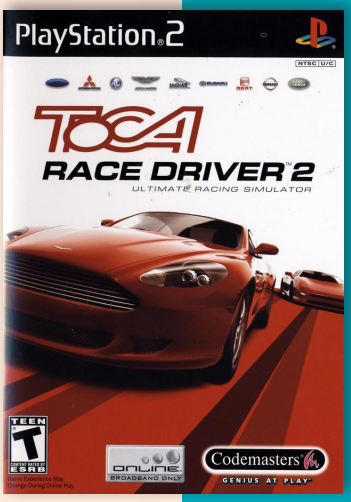
The PS2 remake feature more detailed polygons and textures, higher difficulty, redone voice acting and an additional mission taking place six months after the Crisis Zone Arcade mode. The PS2 port is compatible with the GunCon (G-Con 45 in Europe) and Guncon 2 lightgun, and is available with an unusual two-player cooperative gameplay mode named "two-gun mode" by allowing two players to play simultaneously on a single-player mode without the use of split-screen, or weapon switching system (similar to Time Crisis 3, with some changes) allowing the player to switch between a fully automatic machine gun, a standard 8-round handgun and a 6-shell shotgun, depending on settings. Unlike Time Crisis 3 and Time Crisis 4, where only the handgun has unlimited ammunition and other weapons are replenished by shooting certain enemies, all weapons now have unlimited ammunition in Crisis Zone, though they all must be reloaded. As with the PS2 version of Time Crisis II and Time Crisis 3, players can access the Crisis Mission exercise menu through prolonged gameplay.

The 2004 remake received "average" reviews according to Metacritic.

8.3

J N P

TOCA Race Driver 2: The Ultimate Racing Simulator

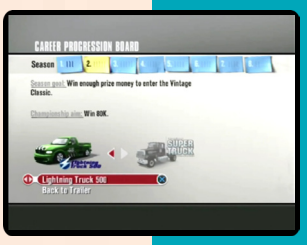


Developer	Codemasters
Publisher	Codemasters, (jp) Interchannel
Release date	(us) October 5, 2004
Genre	Racing
Mode	1-2 Players

TOCA Race Driver 2, known as DTM Race Driver 2 in Germany and V8 Supercars 2 in Australia, is the fifth game in the TOCA series.

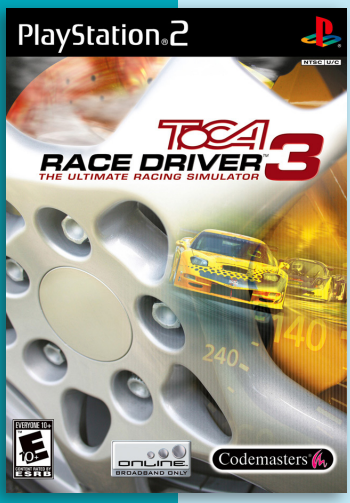
Players can race through 15 different types of motorsport including the supercars and stock car types to the more unique rally, formula ford and supertruck types, along others.

The single player career mode has players racing through various championships from around the world, including the European ToCA and Australian V8 Supercars series, racing on tracks from Laguna Seca to Bathurst with another 20 cars maximum racing against players at any one time.



In Japan, Famitsu gave it a score of two eights and two sevens for the PlayStation 2 version.

TOCA Race Driver 3



Developer	Codemasters
Publisher	Codemasters, (jp) Interchannel-Holon
Release date	(us) February 22, 2006
Genre	Racing
Mode	1-2 (8) Players

8.2

TOCA Race Driver 3 includes over 70 licensed cars and 80 real tracks, as well as 35 different disciplines of racing.

There are two main gameplay modes. The World Tour mode has the player starting a racing career and, with the help of a Scottish manager, attempting to gain renown and acceptance into more famous racing events. This mode includes mixtures from all the racing disciplines.

The second mode allows the player to choose one discipline and play a career focused on that choice. This mode has no back-story and longer, more realistic races.

TOCA Race Driver 3 provides two different driving models, Simulation and Pro-Simulation. The latter is recommended for gamers with analog steering wheels only. Simulation is intended for gamers without wheels and with easier gameplay.

J N P

Tokimeki Memorial

Tokimeki Memorial (ときめきメモリアル Tokimeki Memoriaru, lit. "Heartbeat Memorial") is a popular dating simulation series by Konami. It currently consists of 6 main games in addition to a large number of spin-offs. The games are notable in the dating sim genre for being highly nonlinear. Their nickname amongst their fans is the contraction TokiMemo.

The gameplay in Tokimeki Memorial focuses on scheduling, dating, and stat-building. Players must organize their time between asking out members of the opposite sex and developing his or her abilities at school and sport (with the long-term goal of becoming more seductive, not out of any intrinsic value). Dates are frequent but very brief, with usually only one multiple-choice question to determine whether your partner's love meter will increase or decrease. One playthrough lasts for a fixed period of three years of high school (on the order of 5–10 hours of play), at the end of which the character with the highest love meter confesses their love.

7.2

Tokimeki Memorial 3

Developer	Konami
Publisher	Konami
Release date	(jp) December 20, 2001
Genre	Visual novel
Mode	1 Player

The sequel to the PlayStation game, Tokimeki Memorial 2, further pushed the technical limits for dating sims, being the first game to have fully 3-D animated cel-shaded girls. However, many fans were disappointed by the appearance of the girls, which although well-animated did not look as polished as 2D art, as well as by the simplified gameplay system.

The game follows the same story template as its predecessors: the protagonist is a male high-school student, and his goal is to win the affection of one of the several available female interests. This time, the school in question is Moegino High, and the suggested "main" love interest is called Yukiko Makihara.

On release, Famitsu magazine scored the game a 34 out of 40.

6.7

J

Tokimeki Memorial 2: Music Video Clips: Circus de Ai Imashou

Developer	Konami
Publisher	Konami
Release date	(jp) April 18, 2002
Genre	Miscellaneous
Mode	1 Player

This is a set of circus-related mini-games which can be played at leisure, but in order to unlock music video for one of the five featured heroines, full set of mini-games, where the player controls Sumire Nozaki as the protagonist, needs to be finished. Selectable heroines from Tokimeki Memorial 2 include Hikari Hinomoto, Kasumi Asou, Kaori Yae, Homura Akai and Mei Ijuuin.

Full set of mini-games consists of: Wheel of fortune, Lion riding, Toss juggling and Balance walk.

By earning required 6000 points, a music video for selected heroine can be unlocked and accessed via main menu.

Tokimeki Memorial Girl's Side

Developer	Tenky
Publisher	Konami
Release date	(jp) June 20, 2002
Genre	Visual novel
Mode	1 Player

Tokimeki Memorial: Girl's Side is a female-oriented dating sim. Although the Tokimeki Memorial series was originally male-oriented, this game is directed toward the female market and involves a female protagonist looking for love amongst a cast of male characters. Some modifications in game-play were also made to make the game more appealing to female gamers. The player is able to go shopping on her free days to buy clothes and is able to change her daily attire as well as dressing-up for a date.

The game's main character is a student at the private school, Habataki High School. She has returned to Habataki after living away for a time due to her parents' work, but she lived there as a child. While leading a normal high school life including academics, club activities and part-time work, it is also possible to become friendly with boys who can make a declaration of love on graduation day.

6.4

J

6.6

Tokimeki Memorial Girl's Side 2nd Kiss

Limited Edition

J

Developer	Konami
Publisher	Konami
Release date	(jp) August 3, 2006
Genre	Visual novel
Mode	1 Player

Tokimeki Memorial Girl's Side: 2nd Kiss is the 2006 sequel to Tokimeki Memorial Girl's Side and the fifth main game in Konami's Tokimeki Memorial dating sim series. An enhanced port to the Nintendo DS featuring additional content and titled Tokimeki Memorial Girl's Side: 2nd Season was released in 2008.

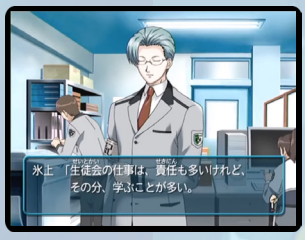
It was the final game in the Tokimeki Memorial series to be released on the PlayStation 2, as well as the final console game to date: All subsequent games have been on the Nintendo DS and PSP.

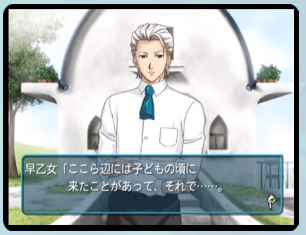
After the success of the first Tokimeki Memorial Girl's Side, Konami released this installment, featuring all the special characteristics from the first game and adding its own features, such as the Best Friend mode, new clothes and a fixed system.

The protagonist is a high school student at Hanegasaki High School, located in Habataki City, the city of the first game (the game starts around the time the first game's protagonist graduates). Like the previous game, players will be leading a normal high school life including academics, club activities and part-time work, and have the possibility to become friendly with boys who can make a declaration of love on graduation day.

Tokimeki Memorial Girl's Side: 2nd Kiss features the return of two voice actors who have appeared in the previous Tokimeki Memorial games. Yuji Ueda plays Motoharu Masaki in this game and had previously played Yoshio Saotome in the first Tokimeki Memorial game. His character was so popular that he was the only male character to get an album CD prior to the Tokimeki Memorial Girl's Side series. Kenji Nojima plays Kazuyuki Akagi and had previously played Junichirou Hokari in Tokimeki Memorial 2.

Jenni Lada, writing for Technology Tell, gave the DS version of Tokimeki Memorial Girl's Side: 2nd Season a perfect 10/10 score and called it *"my all time favorite DS title."*

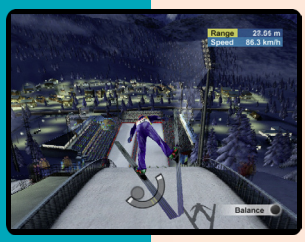




Torino 2006

The Official Video Game of the XX Olympic Winter Games

3.9



Developer	49Games
Publisher	2K Sports
Release date	(us) January 24, 2006
Genre	Sports
Mode	1-4 Players

Torino 2006 is the official video game of the XX Olympic Winter Games, hosted by Torino, Italy, and the eight in the line of multi-event IOC licensed titles. The game includes 15 events scattered on 8 disciplines: Alpine Skiing (Downhill, Super G, Giant Slalom and Slalom), Ski Jump (Normal and Large hill), Speed Skating (500m, 1000m and 1500m), Women's Biathlon, Nordic Combined, Bobsled (Womens' 2 and Mens' 4), Luge and Cross Country. All venues were modelled after their real counterparts.

Gameplay requires more reflexes than the button-bashing of their Summer counterparts. Alpine Skiing is a matter of skill and quick reflexes. These events are based on a simplified version of the engine that power Ski Alpin 2006, also by 49Games.

Ski Jump (also a simplified version of RTL Skispringen 2006) requires the player to keep the balance, jumping at the correct time, counter the effect of the wind and then land.

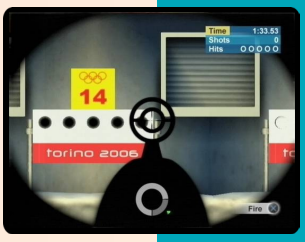
Cross Country and Biathlon are relaxed disciplines where all that counts is keeping the best trajectory possible.

Skating disciplines require a strong, well timed start, and then accurate button pressing as the skater makes each step. Bobsled and Luge are similar with only two differences: The startup in Bobsled is done by following the on-screen cues and press up on the right time and other than setting the direction, it's also possible to make minimal path changes. The winner is the fastest competitor after two heats (instead of the official four).

Nordic Combined is a Large hill ski jump which sets the start time for each competitor in the Cross country section.

Players can take part in a single event, 9-event competition or a 15-event competition. Alternatively, they can make their own by selecting "Customise Competition" from the main menu.

"mobygames.com"



Tokyo Bus Annai

7.7

Developer	Fortyfive
Publisher	Success
Release date	(jp) May 10, 2001
Genre	Simulation
Mode	1 Player

In Tokyo Bus Guide, players drive on three real-world routes of the Toei Bus service. In addition to stopping at the right bus stops on time, triggering announcements, and ensuring passenger comfort by not accelerating or braking too harshly, drivers also have to follow the rules of traffic by stopping at traffic lights, obeying speed limits, and correctly indicating when turning or changing lanes. Part of a green "life bar" in the lower left corner of the screen turns red every time a rule is violated or a task not completed correctly. More serious violations, such as crashing into another vehicle, entail more serious consequences than minor mishaps, such as forgetting to announce the next stop. The life bar can be replenished by passing or stopping at stations on time. When the life bar turns entirely red, the player is forced to retire prematurely.

"mobygames.com"

J

Tokyo Bus Annai 2

7.8

Developer	Success
Publisher	Success
Release date	(jp) September 8, 2005
Genre	Simulation
Mode	1-2 Players

In Tokyo Bus Guide 2 players take control again of one of two real-world city busses used in Tokyo. The game feature similar gameplay as the prequel where players will have to press buttons at the right time to make announcements, open and close the doors, switch the blinkers on and off, check the rear-view mirrors, and adhere to the rules of the road by not going too fast, not running red lights, and not hitting people or other objects. Two modes of play are available: Isho Mode and Driver Mode. In Driver Mode, players take the role of a bus driver and work their way through eighteen courses. Isho mode has one player driving while the other player takes on a passenger support role, helping passengers push the button indicating they'd like to get off the bus.

"ign.com"

J

Tokyo Road Race

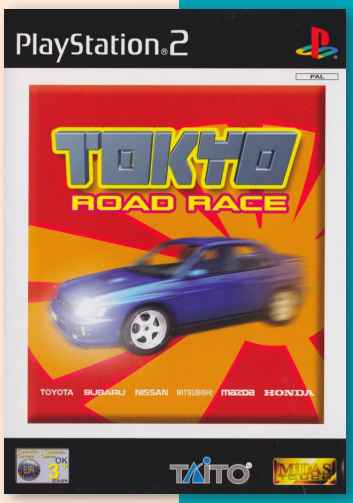
6.6

J P

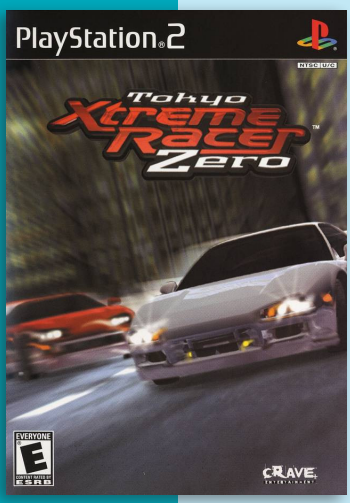
Developer	Taito
Publisher	Taito, (eu) Midas Interactive Entertainment
Release date	(jp) March 22, 2001
Genre	Racing
Mode	1 Player

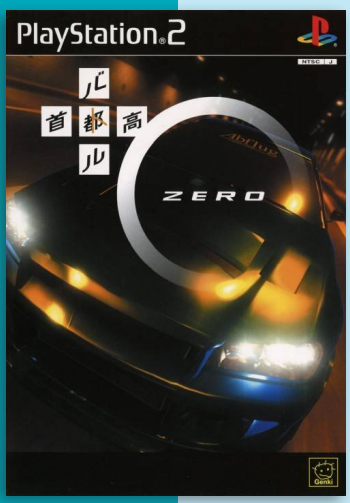
Tokyo Road Race is the second home version of the Battle Gear series. Players can choose from a wide selection of Japanese car manufacturers to race, from regular family saloons, to rally cars. Features include six different car manufacturers, 40 various automobiles, ten courses, and three game modes.

The original Japanese version had iLink and broadband adapter support.



Tokyo Xtreme Racer: Zero





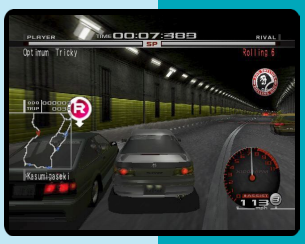
Developer	Genki
Publisher	Crave, (jp) Genki
Release date	(jp) March 15, 2001
Genre	Racing
Mode	1-2 Players

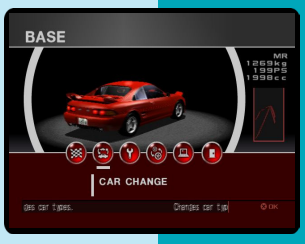
Tokyo Xtreme Racer Zero is a racing game developed by Genki for PS2. Despite its name, it is set between Tokyo Xtreme Racer 2 and Drift, and has enhanced sound and graphics. The game was released in Japan as Shutokou Battle 0, but was also a limited release in North America. The game was released in a PAL version in Europe and Australia under the title Tokyo Xtreme Racer (not to be confused with the Dreamcast title of the same name). This was also the first game in the series that has been released on a platform other than the Dreamcast.

The game is a one or two player racing game based on illegal street racing around the streets of Tokyo. The game starts by giving the player $15000 so that they can buy their car. There are three types of car; Class A has the most powerful engines; Class B has mid range engines but are better balanced; and Class C cars lack power but have better handling. Cars can be tuned, changed, and upgraded prior to each race.

There are several game modes, including; Quest mode, Quick Race mode, Time Attack mode, Free Run and Versus mode. The UK release contains DVD Extras, the US trailer for the film “The Fast And The Furious”, and a short documentary.

7.6





J N P

Tokyo Xtreme Racer 3

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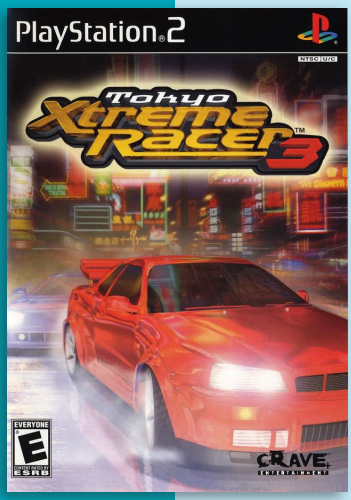
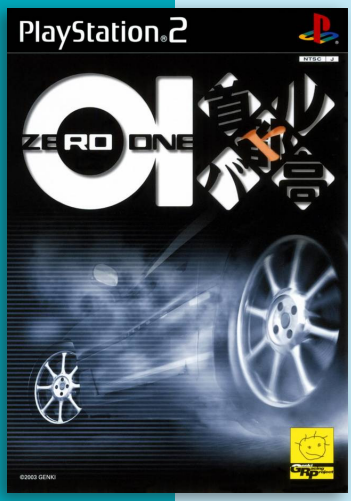
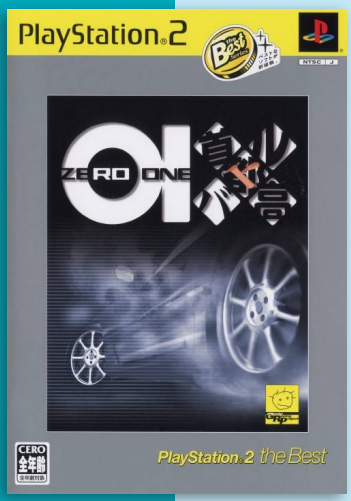




PlayStation 2 the Best



J N

Developer	Genki
Publisher	Genki, (us) Crave
Release date	(jp) July 24, 2003
Genre	Racing
Mode	1-2 Players

Tokyo Xtreme Racer 3, known in Japan as Shutokou Battle 01 or Shutokou Battle 3, is the follow-up to Tokyo Xtreme Racer: Zero. The game had a limited release in North America, and unlike the series' previous episodes, was not published in Europe. This is the last PS2 game in the series to take place on Tokyo's vast highway system. The later games for PS2 were Tokyo Xtreme Racer: Drift and Tokyo Xtreme Racer: Drift 2. Each of these games took place in the mountains of Japan.

The premise of the game is identical to the previous variants of the Tokyo Xtreme Racer series: the player cruises the highways of Japan at night, while challenging opponents to impromptu battles. When the race begins, each vehicle has a health meter which slowly drains if players' opponent is ahead of them or if they collide with walls, rails, or other vehicles. The race is over when one vehicle's health meter runs out no matter how long (time & distance) the race lasts. The race could also end prematurely if the player and the AI racer(s) drive in separate directions when the highway splits. This results in a draw.

In the beginning of the game, the player will start with a small variety of "slow" cars. As the player races other rivals in the game, they can unlock the type of car being driven at the time to be used in standard cruise modes. There are over 80 cars from 15 different manufacturers, which include Japanese, American, and European cars. The cars have a wide variety of tuning options, including body kits, engines, drive-train systems, rims, lighting, paint, and even a custom paint shop that can be utilized to create special designs.

The player will race against race gangs that have their own attitude and requirements, and compete against wanderers that do not belong to any individual group. These wanderers all have specific requirements to meet before they will race players, such as a certain day of the week. Weather conditions, modifications, and even which car the player is driving are all other examples of requirements. In the end there are a total of 600 rivals within a 2-stage story mode.

Tokyo Xtreme Racer DRIFT

5.9

Developer	Genki
Publisher	Sammy Studios, (us) Crave
Release date	(jp) February 27, 2003
Genre	Racing
Mode	1-2 Players

Tokyo Xtreme Racer: Drift, known as Kaidō Battle: Nikko, Haruna, Rokko, Hakone in Japan, is the fourth main installment in Shutokō Battle series. The game allows racing at both day and night. Daytime offers the opportunity to enter competitions and gain money, while night time is where the player can race against rivals to gain respect.

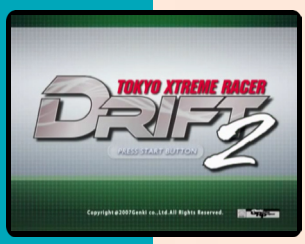
The game, like any in the series, included the Japanese and imported foreign cars. Players will race in mountains of Japan, in real life courses on uphill and downhill races.

The game was met with mixed to negative reception upon release, as GameRankings gave it a score of 62%, while Metacritic gave it 59 out of 100.

J N

Tokyo Xtreme Racer DRIFT 2

4.6

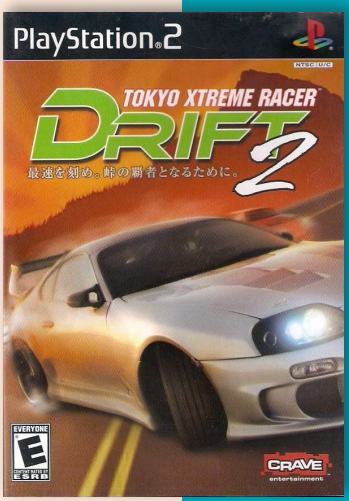


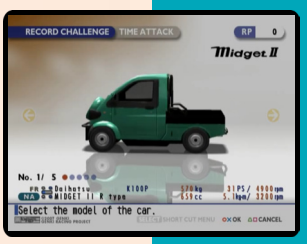
Developer	Genki
Publisher	Konami, (jp) Genki, (us) Crave
Release date	(jp) July 28, 2005
Genre	Racing
Mode	1-2 Players

Tokyo Xtreme Racer DRIFT 2, known as Kaido: Touge no Densetsu in Japan and Kaido Racer 2 in Europe and Australia, is the third installment in the Kaido Battle series, being a sequel to Kaido Racer, and it borrows heavily to the influential Shutokou Battle series created by the same company.

The game is about touge racing, which rely on drift skills made popular in the western culture during the 2000s by Initial D, and is divided in daytime and nighttime. The player buy a used or new stock car, tune it with aero and engine parts, get sponsorship and challenge other racers in nocturnal illegal gambling touge racing or perform downhill / uphill time attack in daytime.

Number of vehicles in the game has been raised significantly, and the game features 30 to 40 cars more than the previous game. They range from small pick-up trucks to more powerful vehicles.





J N P

8.1

Tokyo Majin Gakuen: Kaihoujyou Kefurokou

Limited Edition

Best Collection

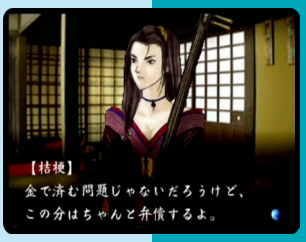
Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) August 12, 2004
Genre	Role-playing
Mode	1 Player

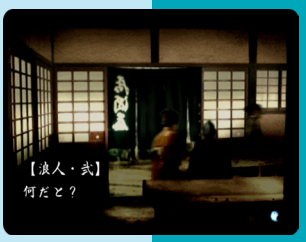
Tokyo Majin Gakuen Gehōchō: Keppūroku is a video game upgrade of Tokyo Majin Gakuen Gehōchō (2002) re-released for the PS2. The remake released with a companion book on Norse Mythology and character information. The game is based on the Tokyo Majin Gakuen ("Tokyo Wizard Academy") franchise. Like all of the other video games in the series, it was never released outside Japan.

The game is set in the Bakumatsu era in 1860's feudal Japan. The dynasty of Tokugawa shōguns are continuously attacked by rebel groups that wish to end the shōguns and restore the Empire. Young people all over Japan united into different clans and organizations, wishing to conquer the power in the capital city Edo. At this time, divine and demonic creatures also started gaining power under the leadership of Tenkai Kodzunu. The hero is Tatsuto Hiyuu, an ancestor of Tatsuma Hiyuu, the main hero of earlier Tokyo Majin games. This also applies to all the other characters in the game as they are ancestors of the respective characters in the Keppūroku game.

Players can join either the forces of Light or the forces of Shadow. Once the game is completed, players can unlock a third group to align themselves with. Beside participating in conflicts among various Japanese political and demonic organizations, players also come into contact with the gods from Nordic mythology, including Odin, Freia, Loki who are concerned about events in the Far East.

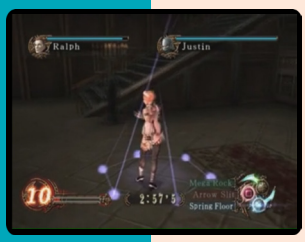
As with the tradition of Tokyo Majin games, this is an adventure/strategy RPG hybrid. In adventure mode, players interacts with characters for answers. Affecting the answers and overall story progression are nine "emotions": love, friendship, joy, agreement, sorrow, anger, indecision, scorn, and ignorance. In battle mode, the party fights on isometric battle screens, moving around the battlefield and attacking when enemies are in range.





Trapt

6.0



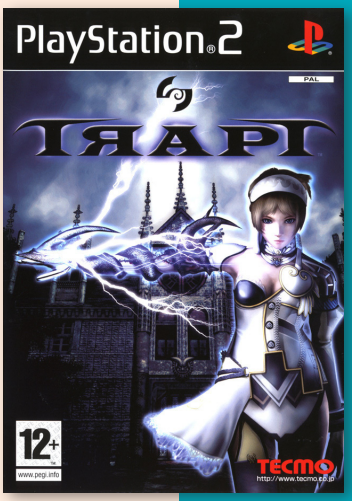
Developer	Tecmo
Publisher	Tecmo, (eu) Take-Two Interactive, (us) SCEA
Release date	(jp) June 30, 2005
Genre	Strategy
Mode	1 Player

Trapt, stylized as TЯAPT and released in Japan as Kagero II: Dark Illusion, is an action game with strategy elements. The game includes a number of features that are also used in Deception, an earlier game from Tecmo.

The player assumes the role of Princess Allura, who has been framed for the murder of her father, King Olaf. On the night of the King's murder, Allura is accused of killing him by her stepmother, Catalina. With the help of her friend Rachel, Allura is able to escape into a forest. On the run from assassins, she acquires the ability to set a series of traps, which are the only means she has of defending herself from her pursuers.

Players begin by equipping and making traps for Allura to take with her into the game mission. Each mission starts in a specific room, where players can position traps in order to defeat enemies. The traps are classified into three types according to where they can be positioned within the game world (wall, ceiling, and floor). The player is allowed to take up to three traps of each type into a game stage, and additional traps can be obtained by completing the game. As the player defeats enemies they are rewarded with "warl", the game's currency, which can be used to purchase new traps between missions. Players may also purchase room keys, which allow Allura to access other rooms in the game missions. Apart from the main story missions, the game also includes several "side stories", which are optional missions that give different angles and insights into the game's main story. There are three official endings in the game, and a fourth that is not registered when saved onto the game file.

Apart from regular traps, Trapt introduces "Dark Illusions", which are pre-existing traps found throughout the mansion. Each is located in a different room and has a different effect upon an enemy. Each Dark Illusion requires certain criteria to be fulfilled before activation and can only be used once per level.



J N P

Touka Gettan: Koufuu no Ryouou

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) October 1, 2009
Genre	Visual novel
Mode	1 Player

Tōka Gettan: Kōfū no Ryōō is a PS2 port of Tōka Gettan, with adult content removed. The game is a visual novel set in the land of Kamitsumihara, where traces of magic and legend can still be seen. The land has been under the protection of the Kamiazuma clan since it was founded. The story revolves around Tōka Kamiazuma, the main protagonist, and his encounter with a young girl named Momoka Kawakabe who comes to stay with the clan. Their meeting sets off a chain of events that will bring an ancient legend to life.

Tenshou Gakuen Gensouroku

7.4

Developer	Asmik Ace Entertainment
Publisher	Asmik Ace Entertainment
Release date	(jp) May 27, 2004
Genre	Adventure
Mode	1 Player

In this game players take control of Asuka Inami, a student at the Tenshou Highschool, which is situated in the valley near Mount Fuji. The country is on the verge to be plunged into a age of disasters caused by the the heavenly demons, the Tenma. Only Asuka, with the help of her fellow students and the members of anti-Tenma brigade can stand against the destruction of the land.

Asmik Tokuda Series

One of the games in Tokyo Majin universe, Tenshō Gakuen is a mixture of Japanese adventure and strategy RPG - similarly to Sakura Taisen games. When talking to characters, players can choose one of eight available answer types, symbolizing a certain feeling - friendship, anger, indifference, etc. Those answers will determine the relationships with the characters and change the direction of the plot. In adventure mode players can also choose to travel to various locations. In battle mode, they control a party that can move freely on the battle field and attack enemies within reach. Each turn requires action points; when they are depleted, the character must end the turn.

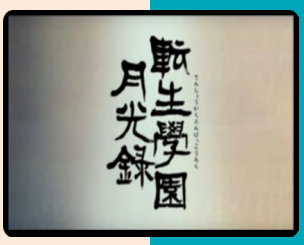
"mobygames.com"

Tenshou Gakuen Gekkouroku

7.5

Developer	Asmik Ace Entertainment, Inc
Publisher	Asmik Ace Entertainment, Inc
Release date	(jp) November 22, 2006
Genre	Adventure
Mode	1 Player

Like its predecessor, Tenshou Gakuen Gekkouroku ("Reincarnation School Moonlight Record") is a simulation RPG with 2D graphics. The gameplay builds mostly upon the prequel, but with more varied missions. The player takes control of Yakumo Kusanagi and the game is set in a Japanese high school and Tokyo is once again at the brink of destruction by the Tenma demons.



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Tomak: Save the Earth

7.2

J

Developer	Seed Nine Entertainment
Publisher	SunSoft
Release date	(jp) December 19, 2002
Genre	Adventure, Simulation
Mode	1 Player

Tomak: Save the Earth is a Korean developed "love simulation" game. This is the improved remake of an earlier Windows title. The game is part of the Tomak series, a quirky group of games featuring lead characters that are half girl/half houseplant.

In this game, players will have to take care of the head of the goddess of love, since all of humanity has lost faith in love themselves.

Tomak: Save the Earth Again - Complete Edition

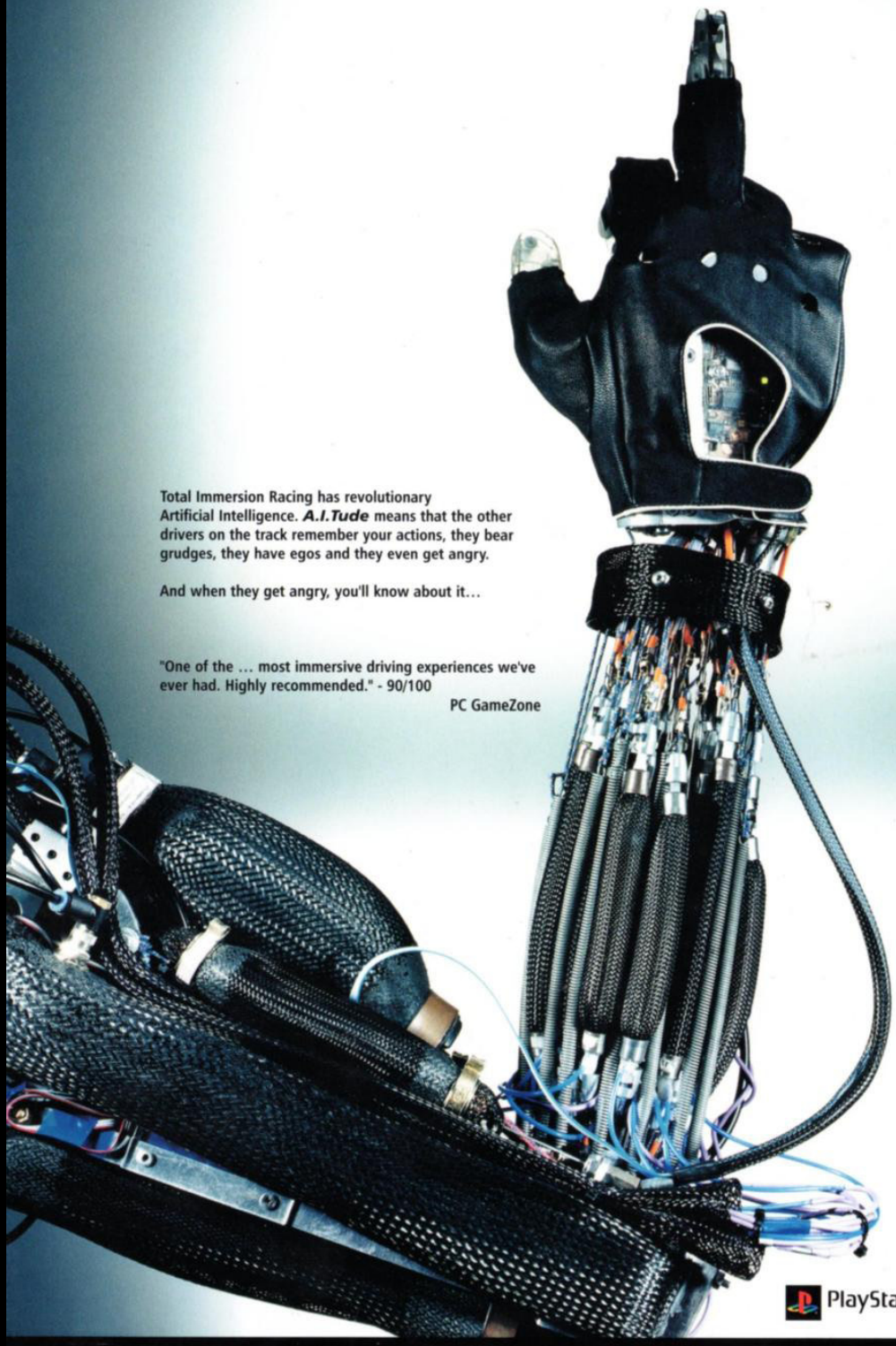
Developer	Seed Nine Entertainment
Publisher	Seed Nine Entertainment
Release date	(ko) January 23, 2003
Genre	Adventure, Simulation
Mode	1 Player

This is a remaster of Tomak: Save the Earth and only had an Korean release, as the previous title was only released in Japan.

There is a 2002 game called Tomak: Save the Earth, Again that was developed by Seed9 Entertainment and released for the GamePark 32 and Windows. But that game is a horizontal scrolling shooter, and not, to my knowledge, this game.

J

The World's first A.I racing game...



Total Immersion Racing has revolutionary Artificial Intelligence. ***A.I.Tude*** means that the other drivers on the track remember your actions, they bear grudges, they have egos and they even get angry.

And when they get angry, you'll know about it...

"One of the ... most immersive driving experiences we've ever had. Highly recommended." - 90/100
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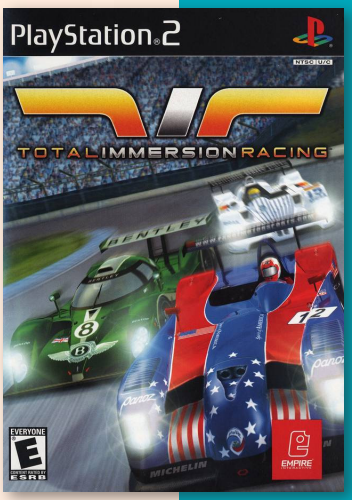
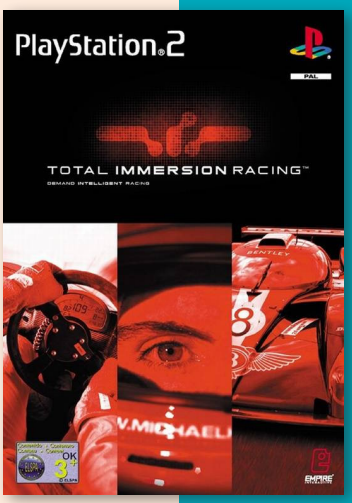
Total Immersion Racing

5.9

Developer	Razorworks
Publisher	Empire Interactive
Release date	(eu) November 1, 2002
Genre	Racing
Mode	1-2 Players





Total Immersion Racing is a 2002 racing game that covers three types of car classes: GT, GTS and PRO (Prototype). Since these are official racing classes the game simulates circuit racing only.

12 real-world and imaginary circuits are available in total, like Silverstone, Monza, Hockenheim and Talheimring among others. Only a few of the circuits and the cars are available on initiation and the rest get unlocked upon the completion of several races and challenges later in the game.

The game feature four different game modes;

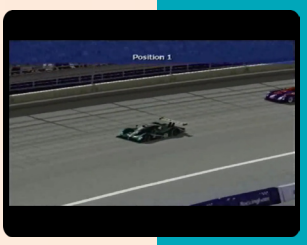
Single Race: Race on any unlocked track with any unlocked car. One lap to twenty-five can be raced and the time of day can be changed to either Evening or Day (on most tracks).

Career: Start in a low power GT car and rise through the ranks to win the PRO category championship and unlock cars and tracks.

Time Trial: Get best lap times on any track with any car.

Challenge: Complete thirty seven different challenges under five classes: GT, GTS, PRO, Manufacturer and Endurance.

The challenges have to be completed in order, with completion of #1 unlocking #2 and so on. With each race the player accumulates points for their finishing position (10 for a win), which contribute to a championship score. Failure to win the championship will constitute failure of the challenge. The challenges may be one-car specific or may allow the choice of several or all cars from a single class. Completing challenges unlocks cars and tracks for use in single and multiplayer as well a time trial use. Generally, 'manufacturer' challenges are separated by one or two general challenges. Winning races on tracks not previously raced on will unlock them, since not all tracks are available for racing from the start. Each challenges includes anywhere from 1 to 8 separate races, each of between 1 and 50 laps. For challenge racing, there are no difficulty settings, with the difficulty ramping up as the player moves through them.



7.4

Tomoyo After: It's a Wonderful Life - CS Edition

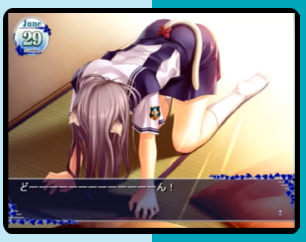
Developer	Prototype
Publisher	Prototype
Release date	(jp) January 25, 2007
Genre	Visual novel
Mode	1 Player

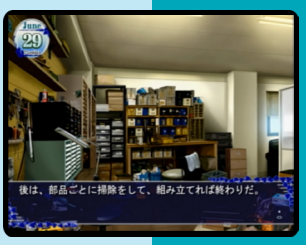
Tomoyo After: It's a Wonderful Life was first released as a Japanese adult visual novel released for Windows. The game is a spin-off of Key's earlier game Clannad. The game was later ported to the PS2, PSP, Xbox 360 and PS3 under the title Tomoyo After: It's a Wonderful Life CS Edition; CS stands for "consumer software".

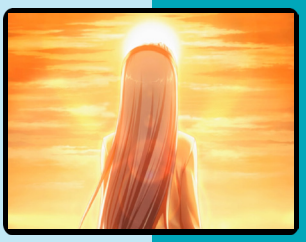
The events of the game take place one month after those described in the predecessor. Tomoya Okazaki, the protagonist of the previous game, has graduated from high school and lives alone, working as a garbage collector. One day he discovers that he has a half-sister, his father's illegitimate daughter. Tomoyo Sakagami, Tomoya's friend and one of the main characters in Clannad, offers to take care of the girl. The story then focuses on the personal problems and relationships of these characters.

The game is primarily a visual novel, the player's interaction mostly reduced to making occasional decisions that move the story forward. Locations and events are displayed as still images accompanied by text. In order to access all the scenarios, however, the player has to participate in a game called "Dungeons & Takafumis", which is a simple turn-based RPG in Japanese style.

When Tomoyo After was ported to the PS2, improvements to the game were included. This edition's scenario was expanded by the original staff after the removal of the adult content consisting of sex scenes. Yūto Tonokawa wrote some of the additional story for Takafumi and Kanako. With the added scenario and visuals combined, the PS2 edition is 1.5 times longer than the Windows edition. In the original version, the entire cast excluding Tomoya Okazaki, had full voice acting; this was not changed for the PS2 version. Added support was included so as to make the visuals on the television sharper than in the past with visual novels played on a consumer console rather than on a computer screen. The PS2 version also reduced flickering of the picture, reducing eyestrain.







Tori no Hoshi: Aerial Planet

8.1

J

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) February 28, 2008
Genre	Adventure
Mode	1 Player

The player-character, Hugo Ramanski comes 3000 light years from Earth on a planet called Conius Blue. After a spaceship crash, he winds up stranded on the opposite side of the planet from his research station. With nothing but a powered glider and his own wits, Hugo must find a way to survive until he can find a way back to the station. To do this, he will have to gain the trust and help from the planet's natives - an innumerable species of migratory birds.

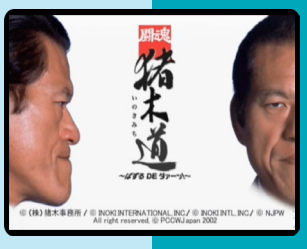
Aerial Planet is a sci-fi flight and survival simulation game set on a distant planet. The game is divided into two sections: flight mode and camp mode. In flight mode, the player controls Hugo as he pilots his glider. It is possible to interact with the different types of birds, following their flight paths and recording their calls, which can be played back to communicate with them. Through communicating with the birds and exploring ever further from the camp, the player can learn more about the planet, find additional camp sites, and ultimately figure out how to reach the research base.

In camp mode, the player can review currently-active objectives, check the known information for each bird type that has been encountered, as well as regain his stamina.

Toukon Inoki Michi: Puzzle de Daa!

6.6

Developer	Matrix Software
Publisher	Pacific Century Cyber Works
Release date	(jp) December 19, 2002
Genre	Puzzle
Mode	1-2 Players



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Toukon Inoki Michi: Puzzle de Daa! is a tile-matching games very similar to the Puyo Puyo series. Gameplay have players connect the same color dots adjacent to each other to make them disappear.

The setting of the game is based around Japan professional wrestling and includes known wrestlers from Japan.

Tom Clancy

Thomas Leo Clancy Jr. (April 12, 1947 – October 1, 2013) was an American novelist best known for his technically detailed espionage and military-science storylines set during and after the Cold War. Seventeen of his novels were best-sellers, and more than 100 million copies of his books are in print. His name was also used on movie scripts written by ghostwriters, nonfiction books on military subjects, and video games. He was a part-owner of the Baltimore Orioles and vice-chairman of their community activities and public affairs committees.

Clancy's literary career began in 1984 when he sold The Hunt for Red October. His works The Hunt for Red October (1984), Patriot Games (1987), Clear and Present Danger (1989), and The Sum of All Fears (1991) have been turned into commercially successful films. Actors Alec Baldwin, Harrison Ford, Ben Affleck, Chris Pine, and John Krasinski have played Clancy's most famous fictional character, Jack Ryan. Another well-known character of his, John Clark, has been portrayed by actors Willem Dafoe and Liev Schreiber. Tom Clancy's works also inspired games such as the Ghost Recon, Rainbow Six, and Splinter Cell series. Since his death, his Jack Ryan series has been continued by his family estate through a series of authors.

In 1996, Clancy co-founded the video game developer Red Storm Entertainment. He has had his name on several of Red Storm's most successful games. Red Storm was later bought by publisher Ubisoft for an undisclosed sum, which continued to use the Clancy name. While some of the games feature his works, a majority of the games are unrelated to Clancy's work. The various sub-series are unrelated to each other, although most are shooters in modern or near-future military settings.

The Rainbow Six series is a squad-based first person tactical shooters, based on the novel of the same name, typically taking place in closed urban environments.

The Ghost Recon series is a squad-based first-and third-person tactical shooters. Unlike Rainbow Six, Ghost Recon usually takes place in larger, outdoor environments.

The Splinter Cell series is an action-adventure third-person shooter covert-ops stealth games; lately spawned a line of books written by a series of different authors, all writing under the pseudonym David Michaels.

The EndWar series is a real-time tactics strategic war game; set in a speculative World War III, taking place in 2020.

The H.A.W.X. series is a combat-based arcade flight video games.

Tom Clancy's The Division is a 2016 online-only action role-playing third-person shooter. Ubisoft stated that The Division is the company's bestselling game, and the industry's biggest first-week launch for a new game franchise, generating an estimated amount of $330 million.

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...in the darkness.

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XBOX

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re•con (n): the sole unit an infantry battalion relies on for intelligence operations. Arguably the most specialized and highly trained troop formation of any regiment.

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Tom Clancy's Ghost Recon

6.3

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) December 1, 2002
Genre	Tactical shooter
Mode	1-2 Players

Ghost Recon is a tactical shooter developed by Red Storm Entertainment and published by Ubi Soft in 2001 for Windows. It was ported to Mac OS, PS2 and Xbox in 2002 and to the GameCube in 2003. Ports for N-Gage and Game Boy Advance were planned, but later canceled. Unlike Clancy's other tactical shooter series, Rainbow Six, Ghost Recon is not based on any of his books.

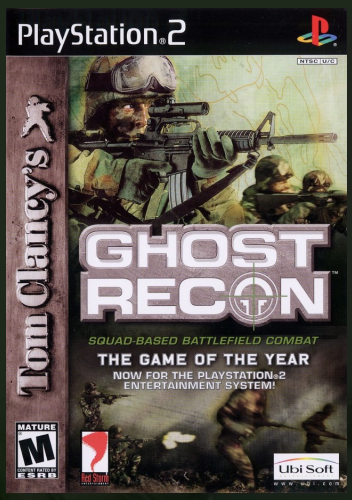
Ghost Recon begins in April 2008, with civil unrest taking place in Russia. Ultra-nationalists have seized power with plans to rebuild the Soviet Union. Their first step is clandestine support of rebel forces in Georgia and the Baltic states. Alarmed by the threat, the U.S. deploys the Ghosts into Georgia to stop the Russians. Over the course of the campaign, the Ghosts take the fight to the ultra-nationalists, with a final showdown in Moscow's Red Square.

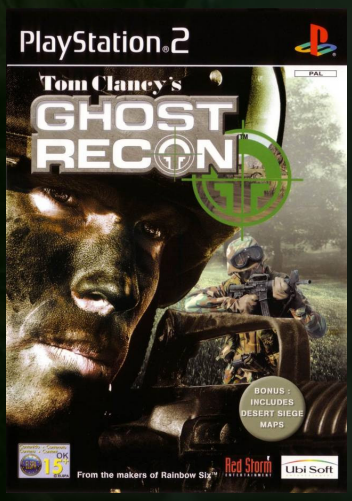
Ghost Recon puts the player in charge of the eponymous Ghosts, a fictional squad of United States Special Operations Forces soldiers from Delta Company, 1st Battalion, 5th Special Forces Group. They are organized into three fireteams named using the NATO phonetic alphabet: Alpha, and Bravo, with space for three soldiers per team. However, only six soldiers can be selected per mission. The player enjoys limited tactical control on the battlefield by issuing maneuver commands and rules of engagement for each fireteam through a command map.

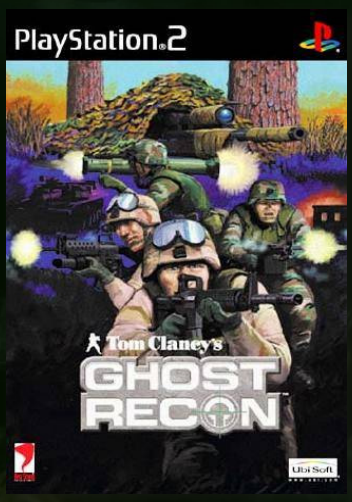
The soldiers themselves are organized into four different character classes. Every class can carry a primary and secondary weapon, which are organized into "kits". Even though the primary weapon remains the same in all the kits (being defined by the soldier class), there is a variety of equipment to be chosen as the secondary weapon.

Rifleman: The predominant soldier class in the game, riflemen can use a variety of different weapon kits. Their primary weapon is the M16 assault rifle. Secondaries include the M203 grenade launcher, the M9 pistol, spare magazines, or a pair of binoculars.

Support: Support soldiers provide a high volume of suppressive fire with the M249 Squad Au-







J N P

tomatic Weapon. As the soldier is equipped for short range, he also carries more armor. In addition to the machine gun, the support class may also carry the M9 (suppressed), M67 fragmentation grenades, or additional magazines.

Demolitions ("Demo"): Demolitions personnel are specialists in destroying large structures and can serve in the anti-tank role. Their primary weapon is the M4 carbine. This soldier can also be equipped with demolition charges, grenades, extra magazines, Claymore mines, or the M136 AT4 anti-tank rocket.

Sniper: Distinguishable by their ghillie suits, the sniper can provide fire support over long ranges while hidden. Primarily equipped with the U.S. Army's M24 rifle, they can also be equipped with the standard and silenced M9, extra magazines or grenades.

For every completed mission in the single-player campaign, each soldier that survives gains one Combat Point to upgrade their attributes. There are four basic categories of skill:

Weapon: affects the accuracy and aiming of the weapon; the reticule will close faster and tighter as more points are added.

Stealth: enhances the ability of the soldier to remain undetected and reduces noise generated by the soldier moving.

Endurance: improves recovery time when taking hits, increases the soldier's ability to survive a wound and reduces the effect of heavy equipment on speed.

Leadership: for every three points of skill, all other soldiers in the same fireteam gain an extra point to each of their statistics. The bonus can only apply if the soldier with the high leadership skill is the fireteam's point man.

The player also unlocks "specialists" from NATO or allied countries by completing extra mission objectives. The specialists are more experienced than the Ghosts and have more Combat Points, making them an essential part of the team. They are also equipped with weapons not available to standard soldiers. Two specialists are armed with the Objective Individual Combat Weapon, as part of field tests and implementation of the U.S. Army's Land Warrior program. The specialist corps includes three women, who are the only female combatants in the game.

The game is played entirely from the first-person perspective. A heads-up display relays information such as the name of the soldier the player is controlling, the soldier's assigned fireteam, weapon and ammo counter, a threat indicator, the targeting reticule, health status, and a stance indicator (to show whether the character is standing, crouched, or prone).

Bullets will not penetrate most objects, but they will break glass. Explosives or heavy gunfire can be used to destroy wooden doors, and (in the case of explosives) potentially kill anyone within the blast radius on the other side. Depending on a target's armor, it is generally possible to neutralize a threat with one or two well-placed shots.

If a soldier is rendered "out of action" during a mission, they is considered to be dead, and not available for the rest of the campaign. Wounded soldiers who survive a mission will remain wounded unless they are replaced with a healthy soldier for the next mission.

Ghost Recon has both single player and multiplayer modes of play.

The game was in development as early as November 2000. Motion capture was used for character animation. The lead designer was Brian Upton and the soundtrack was composed by Bill Brown.

The Windows release received several different expansion packs;

Desert Siege is a 2002 expansion pack. The expansion pack can be unlocked as a new campaign in the PS2 version. The expansion pack

adds 2 new multiplayer game types (Domination and Siege), 5 new multiplayer maps, new weapons for use in multiplayer, and an eight-mission single player campaign, which also unlocks a new specialist soldier (Jodit Haile). In the PS2 version, players who start Desert Siege by finishing the Ghost Recon campaign first will also retain the soldiers they used in the campaign, including their statistics.

Island Thunder was released in late 2002 as an expansion pack for Windows, and as a standalone game for Xbox. It contains eight new single player missions, 12 new weapons, 5 new dedicated multiplayer maps, 3 new multiplayer modes (Cat and Mouse, Defend, and Behemoth). On the Xbox, Island Thunder features five additional missions and twelve multiplayer maps.

In addition to the official expansion packs, the very active Ghost Recon modding scene (over 1,000 mods have been published as of January 2013) has produced a large number of unofficial expansions packs for PC. Free expansions like Frostbite, CENTCOM, Heroes Unleashed, and Year of the Monkey (among others) have gained huge popularity, with download counts in the hundreds of thousands.

Ghost Recon was a commercial success. By the end of 2001, sales of its computer version had reached 430,000 units. The series' sales surpassed 760,000 copies by the end of March 2002. In the United States, the computer version of Ghost Recon sold 240,000 copies and earned $10.1 million by August 2006. Combined sales of all Ghost Recon series computer games released between those dates had reached 620,000 in the United States by August 2006. The computer version of Ghost Recon also received a "Silver" sales award from the ELSPA.

Sales of the game's PS2 and Xbox versions surpassed 2 million copies by the end of June 2003, and helped to drive Ubisoft's Q1 2003/2004 revenues to a record high for the company. By July 2006, the PS2 version of Ghost Recon had sold 1.1 million copies and earned $39 million in the United States alone. Next Generation ranked it as the 46th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country.

Reviews of the game ranged from positive to very mixed. GameRankings and Metacritic gave it a score of 85.35% and 84 out of 100 for the Xbox version; 82.15% and 80 out of 100 for the PC version; 67.03% and 63 out of 100 for the PS2 version; and 63.25% and 59 out of 100 for the GameCube version.

The editors of PC Gamer US presented Ghost Recon with their 2001 "Best Sound" and overall "Game of the Year" awards, and wrote that *"few games have made us cringe in shock, roar with aggression, or exult in victory the way Ghost Recon has."* Tom Clancy's Ghost Recon was also named Best Game of the Year in 2001 by IGN. Ghost Recon was a runner-up in IGN's "Best Action Game 2001" and "Best Use Of Sound" ("Reader's Choice"). Wargamer gave it three bronze awards in "Game of the Year", awarded Red Storm with "Game Developer of the Year", and gave "Game Publisher of the Year" to Ubisoft.

In August 2008, the Russo-Georgian war began, with a number of commentators noting on the coincidence, that this real world event was somewhat similar to the plot of Tom Clancy's Ghost Recon.

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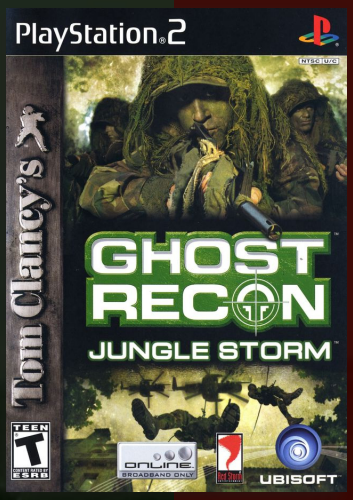
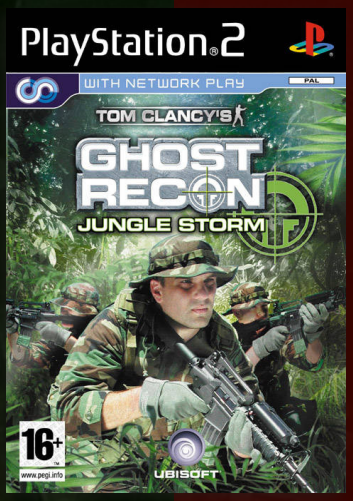
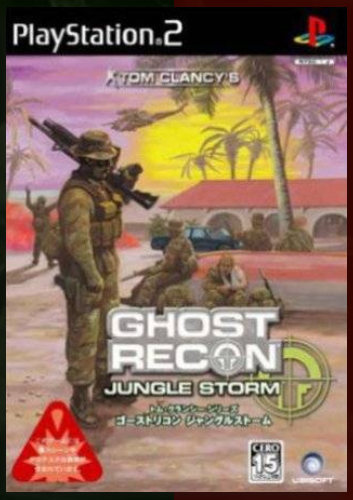
Tom Clancy's Ghost Recon: Jungle Storm







JNP

Developer	Red Storm Entertainment
Publisher	Ubisoft
Release date	(eu) March 12, 2004
Genre	Tactical shooter
Mode	1-2 (8) Players

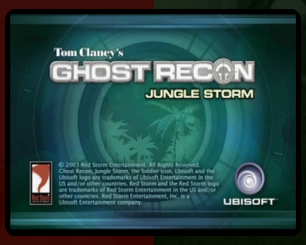
Tom Clancy's Ghost Recon: Jungle Storm is an expansion of Tom Clancy's Ghost Recon released on the PS2. It contains the content of Tom Clancy's Ghost Recon: Island Thunder along with eight new single-player missions set in Colombia and additional multiplayer maps.

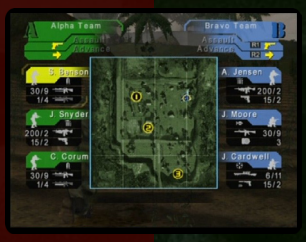
Island Thunder takes place in Cuba in 2010. Its plot revolves around Cuba's first democratic elections since the 1950s, but an anti-American faction named the FDP (El Frente Democratico del Pueblo or People's Democratic Front), secretly terrorizes election outlets during the campaign while fielding their own presidential candidate. The Ghosts, who are sent to ensure order during the elections, discover that the FDP is a shell organization run by a Colombian drug cartel that needs the island as a transit point to the United States.

Jungle Storm takes place in Bogotá, Colombia just after the events of Island Thunder. The drug cartel that had aided and financed the FDP in their efforts in Cuba has initiated a number of terrorist attacks against the Colombian government, who have allied themselves with the United States. After Colombia's call for help following an attack on a U.S. embassy, America responds by deploying the Ghosts to restore order and put the cartel out of business.

Controlling Alpha and Bravo teams of three-by-three, players are now able to give commands to both of the teams via USB headset while fighting first-hand through the use of a gamepad. Voice-recognition supports about 50 different commands given in a way of concatenation WHO+WHAT+WHERE (e.g. Alpha Team Take Cover, or All Teams Attack Objective 2).

Aside from singleplayer campaigns, game also features split screen play and several different multiplayer modes for online play.





Tom Clancy's Ghost Recon 2

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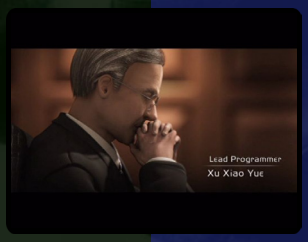


Developer	Ubisoft Shanghai, Ubisoft Paris
Publisher	Ubisoft
Release date	(eu) November 26, 2004
Genre	Tactical shooter
Mode	1-2 (16) Players

Tom Clancy's Ghost Recon 2 is set in the Korean Peninsula. The setting (labeled 2007: First Contact) is linked with Splinter Cell: Chaos Theory, particularly the sinking of the fictional intelligence-gathering vessel Clarence E. Walsh. They depict a new Korean War brought about by a renegade Korean People's Army general, Jung Chong-sun, who launches a coup against the North Korean government. Tom Clancy's Ghost Recon 2: Summit Strike is a stand-alone expansion pack for Ghost Recon 2 available exclusively on the Xbox. The Xbox version is the direct sequel and takes place in 2011.

In the single player campaign, the player assumes the role of Ghost Team leader, Captain Scott Mitchell; Mitchell is described as "a consummate soldier", being a veteran of several armed conflicts and can use weaponry from any soldier class, including assault rifles, carbines, submachine guns, sniper rifles and more. In several missions the player is inserted alone and must complete the mission without assistance from the other Ghosts. Such missions render assistance in the form of air strikes the player can call in.

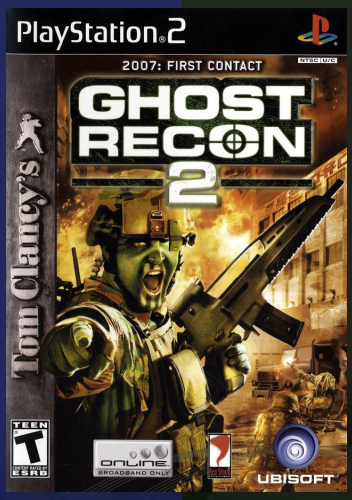
There are several variations of multiplayer mode in Ghost Recon 2. Co-operative games are available in the campaign mission, battle, defend, firefight, garrison, recon, and scout modes, in which players must work together to accomplish a single goal. Garrison mode, for example, is when players must keep enemy troops out of a marked area, for a designated time.

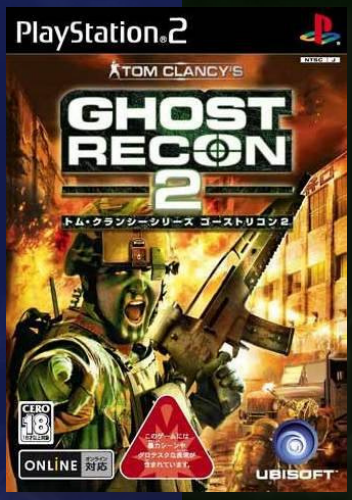
Adversarial modes are divided into two categories; Solo, where players work separately, usually against one another, and Squad, where players are divided up into opposing teams.

By the end of 2004, after seven weeks of availability, Ghost Recon 2 had sold 1.4 million copies.

Ghost Recon 2 was met with positive to very mixed reception. GameRankings and Metacritic gave it a score of 63.34% and 58 out of 100 for the PS2 version.

The game was criticized by the North Korean government for its storyline.





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4.4

Tom Clancy's Ghost Recon Advanced Warfighter

JNP

Developer	Ubisoft Shanghai
Publisher	Ubisoft
Release date	(us) March 28, 2006
Genre	Tactical shooter
Mode	1 (-8) Player(s)

Tom Clancy's Ghost Recon Advanced Warfighter is a tactical shooter originally released for the PS2, Xbox, and Windows in 2006. The game is mostly known for its new combat mechanics, new weapons, and next-generation graphics.

Often identified by the acronym GRAW, the game takes place over the course of 72 hours in 2013, beginning in Mexico City. The plot revolves around Mitchell's efforts to rescue U.S. President Ballantine from Mexican rebels, destroy a secret communications device that they captured, and prevent a launch of the United States' nuclear arsenal.

Gameplay emphasis in Ghost Recon Advanced Warfighter is placed upon the player doing the bulk of the fighting in each mission, through the character of Captain Scott Mitchell, while relying on tactical combat rather than arcade run-and-gun shooting to overcome enemies. Combat in the game is more forgiving than in previous titles in the series, with players being able to survive several bullet hits before dying, instead of dying after only a couple of shots like in the original Tom Clancy's Ghost Recon series. However, players are unable to regain lost health in the middle of a mission, and a single headshot or a sustained burst of assault rifle fire can kill the player instantly.

GRAW features numerous firearms, many based on real weapons, including the Heckler & Koch G36, the Beretta M9, and the FN SCAR. A few, such as the MR-C, are actually hypothetical prototypes. The game also makes use of various other pieces of equipment, including tanks, helicopters, armored personnel carriers, and remote-controlled unmanned aerial vehicles, which can be used tactically to overcome obstacles, and scout out the environment, in order to complete objectives. GRAW features three versions of the game that each have slight minor variations in storyline/missions that is found on a different game platform's version; the main storyline, though, remains the same between the versions.

While both the PS2 and Xbox versions are essentially the same title, the Xbox 360 port and the Windows versions each stand out on their own with their own unique features, including the ability to command a squad of soldiers indirectly.

One unique feature of the gameplay is the cross-com system, which is designed to allow players indirect control over friendly units assisting them on a mission (e.g. helicopters, UAV drones, etc.), by giving them commands on what to do, whether to locate enemies or deal with a particular threat encountered. This system can be used in conjunction with the game's Intel map - a tactical map showing the entire play area and location of objectives, enemies and friendlies/allies - to issue commands. Notably, this gameplay feature varies between the different versions.

Both the PS2 and Xbox versions of Ghost Recon Advanced Warfighter are played in first-person, but have notably fewer features than those found in the Xbox 360 or the Windows versions. The most notable differences to the other versions is that players only have a single AI-controlled teammate following them on missions (as opposed to a squad of 3 soldiers), there are more levels but of shorter lengths, and that Scott Mitchell (the main character of the story) never speaks throughout these versions.

Online multiplayer on the Windows edition has both versus and co-op mode. Versus mode features 32 players, which is double that of the Xbox 360 version. The online co-op mode only supports up to 4 players maximum on Windows (the Xbox 360 version supports up to 16 co-op players).

The PS2 and Xbox versions have some similar online game modes and can be played with up to 8 players.

Ghost Recon Advanced Warfighter was a commercial success, selling more than 1.6 million copies by the end of March 2006. By the end of September, the game's total sales had surpassed 2.4 million units.

Advanced Warfighter sold 1.2 million in the United States, 8,903 in Japan, and 200,000 in the United Kingdom.

The Xbox 360 version of Ghost Recon: Advanced Warfighter was released on March 9, 2006 to multiple rave reviews. Electronic Gaming Monthly praised the game's stunning next-generation presentation and high entertainment value, giving it an average score of 9.5 out of 10.

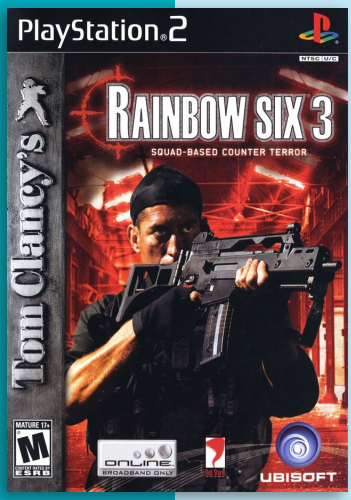
Reviews for other platforms ranged from positive to mixed to negative. GameRankings and Metacritic gave the game a score of 50.67% and 44 out of 100 for the PS2 version.

On October 5, 2006, Ghost Recon: Advanced Warfighter won two out of the eight nominated BAVGA awards including, "Best Technical Achievement" and "Best Game".

Tom Clancy's Ghost Recon® developed by Red Storm, published by Ubisoft®. Wallpaper © GOG.com 20

Tom Clancy's Rainbow Six 3

7.0



JNP

Developer	Ubisoft Shanghai
Publisher	Ubisoft
Release date	(us) March 24, 2004
Genre	Tactical shooter
Mode	1-2 (6) Players

Tom Clancy's Rainbow Six 3: Raven Shield was originally a 2003 Windows game. The console version, entitled Rainbow Six 3, features the same basic engine, models, textures, and artwork, but with significantly different game mechanics, gameplay, and storyline. The game series is based on the Tom Clancy novel of the same name.

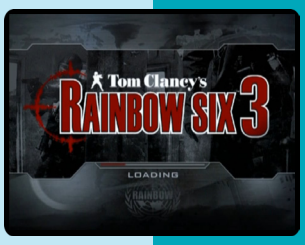
The game is set in 2007, after an unidentified group of terrorists attack a number of high-profile targets, beginning with the G8 summit in Switzerland and continuing with a Venezuelan oil refinery in the Caribbean. Their demands are obviously targeted at disrupting the oil trade between the United States and Venezuela. Enter veteran international anti-terrorism unit Team Rainbow, who must stop the terrorists and discover who is behind the attacks.

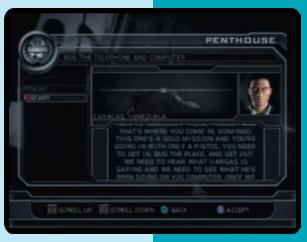
The gameplay in the console version of Rainbow Six 3 deviates from its PC counterpart in a number of important areas, notably the exclusion of a mission planning stage and the inability to control multiple characters. Instead, players take the role of Rainbow field commander Ding Chavez and lead a single fireteam consisting of Eddie Price, Louis Loiselle, and Dieter Weber through each of the game's missions. Orders can be issued to the teammates using the in-game menu. Each teammate has their own unique voice as opposed to generic voices in the PC version.

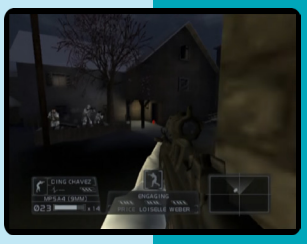
The action is also slightly more forgiving in the console version. Chavez and his teammates each have a life bar consisting of four units of health, which must be depleted before that Rainbow operative is incapacitated. In the console versions, it is possible for the player to sustain several bullet hits before dying.

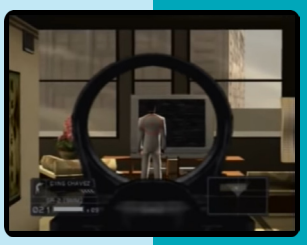
Reception of the game ranged from positive to mixed. GameRankings and Metacritic gave it a score of 72.71% and 70 out of 100 for the PlayStation 2 version.

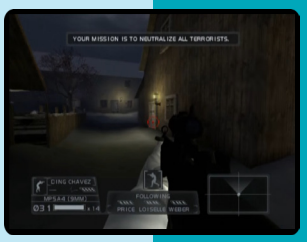
The editors of Computer Gaming World nominated Raven Shield for their 2003 "Shooter of the Year" award, which ultimately went to Call of Duty.







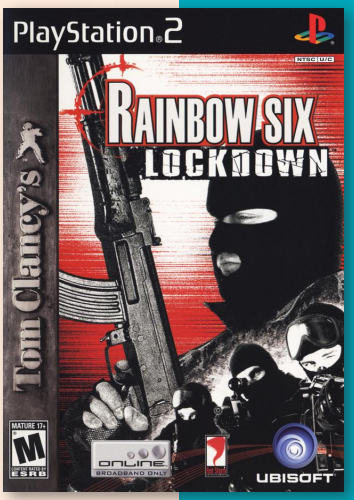


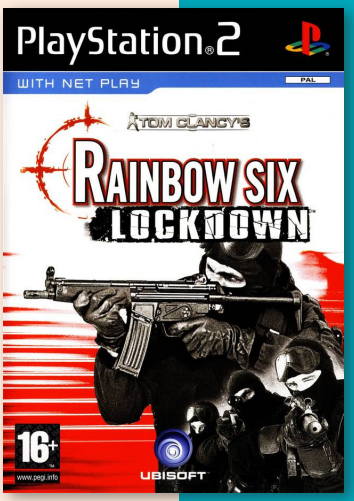


Tom Clancy's Rainbow Six: Lockdown

7.0

Developer	Red Storm Entertainment
Publisher	Ubisoft
Release date	(us) September 6, 2005
Genre	Tactical shooter
Mode	1-2 (16) Players





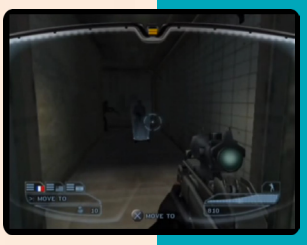
Tom Clancy's Rainbow Six: Lockdown is the fourth game in the Rainbow Six series. The initial design and PS2 version were developed by Red Storm Entertainment and the Xebecs version was developed by the Ubisoft Montreal studio. The game was later released on mobile phones, GameCube and Windows.

Lockdown takes place in 2009 and revolves around the elite counter-terrorist unit called Rainbow. In Lockdown, Rainbow is pitted against a worldwide terrorist organization known as the Global Liberation Front, composed of various leftist, anarchist, and Third World organizations opposed to the West. The Global Liberation Front has stolen a man-made nanotech virus named "Legion". "Legion" is a nanite aerosol that causes massive hemorrhaging in its victim and has a mortality rate of 100%. Rainbow must find and stop the GLF from using the virus. To accomplish this, Rainbow goes from country to country, tracking down each country's GLF cell. The game includes 16 single-player missions in all.

The player controls the main character, Rainbow leader Ding Chavez, and leads a single squad in real-time through each level. The player can issue orders to team members, such as to break down a door or toss a grenade into a room. Missions are broken up into linear levels, instead of each mission taking place on a single non-linear map.

The console versions also features several "shooting gallery"-style sniper missions, in which players take control of sniper Dieter Weber, and snipe terrorists from a position such as a small room or a helicopter while covering the entry of an AI-controlled squad into an area. The game also feature cut scenes that flesh out the personality and background of each Rainbow member, as well as collectible suitcases hidden throughout each level that can be collected for bonus material.

The PS2 version have its own exclusive online mode. Called "Rivalry", this mode pits teams of terrorists against teams of counter-terror agents.



CELL RESEARCH

by: Daniel Staines@PSW (AU) 2003 #8

Move over Snake. F* off Raiden. Sam Fisher is here, fresh from a brief training exercise late last year spent spying on the enemy. He's now ready for the real deal - Tom Clancy's Splinter Cell on PS2.**

AS THE MEDIUM OF INTERACTIVE ENTERTAINMENT expands artistically and demographically, standard expectations of what a videogame hero can and should be continue to evolve and have become considerably more mature over time. No longer content with tough man clichès, gamers are increasingly demanding that their digital avatars be well-rounded, interesting characters that are both creatively engaging and functionally flexible. These days, we want our protagonists to be capable of intelligent discussion *as well as* being a deft hand with a MP5 sub-machine gun. We want them to give us the opportunity to make ethichal choices and to decide on a minute-to-minute basis whether or not pulling the proverbial trigger is always the best way to solve a problem. We want them to be witty, we want them to be though and maybe we want them to be just a little sexy too.

We want them, in short, to be a lot like *Splinter Cell's* Sam Fisher. Calculating, mysterious and amazingly talented - this guy epitomises everything that a modern day videogame hero should be. Although some careless observers would have you believe otherwise, Fisher is not a shameless clone of that other solid stealth hero that courtesy prohibits us from naming here. He is an original, complex creation in his own right and comes to use with Tom Clancy's personal seal of approval. He's a bad ass all right - but by golly, he's an *interesting* bad ass.

"Little is known about Sam, but his experience and top training make him both deadly and efficient," *Splinter Cell's* product manager Domitille Doat tells us. "He is not another wet-behind-the-ears spy. He is not 25 years old, he has got nothing to prove and he is not in search of glory or glamour. He's a complex character - physically and psychologically - and is definitely not in line with your standard videogame clichès."

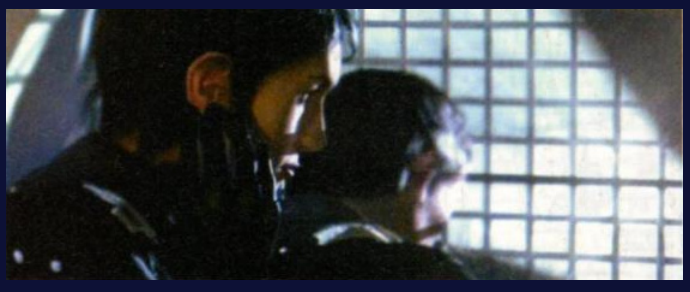
According to Doat, Fisher is the crux of the *Splinter Cell* experience and is key in differentiating this particular sneak 'em up from others currently on the market. In particular, Sam's wide variety of physical capabilities are worth nothing as they are a major facet of what makes him such an exciting character to control. Unlike some other thigh-suited pansies we could mention, Sam can do pretty much anything you'd expect from a veteran Special Ops agent. He can rappel into hostile quarters with all guns blazing, he can pull off neat knock out guards and use their heads to bypass retinal scanning devices. He can even do a 'split jump' and stay aloft between two reasonably close walls using nothing but the power of his legs alone.

"What is interesting with all the moves that Fisher can perform is that they are perfectly realistic but athletically impressive - we wanted to walk a line between realism and cinematic action." explains Doat. "He can perform everything you'd expect a highly trained agent could perform, but ultimately our primary objective is to provide those moments where the players actually surprise themselves with the impressiveness and success of their own actions. That's

what marks the difference between us and the competition."

Aside from his impressive repertoire of physical stunts. Fisher also has access to a long list of hi-tech gadgets and Special Ops weaponry. The most interesting of these include a thermal vision head-set which lets Sam identify enemies by their heat signatures, and experimental SC-20 K modular assault rifle and movement sensitive wall mines. And the sticky eye - a portable camera that can be stuck to almost any surface and manipulated from a remote control panel carried by Sam. Provided their use isn't restricted to pre-fabricated situations, the tactical possibilities that gadget like these open up are almost endless. One could, for instance, use the sticky camera to monitor a patrol route and then plan a lighting ambush based on the information it records.

"Although some of them were especially created for the game, most of the weapons and gadgets in *Splinter Cell* are based on actual prototypes being tested by different military organisations. Like Sam's moves, they were all developed to impress the player with their versatility while still conveying a strong feeling of realism at all times."



Splinter Cell has been designed with accessibility in mind and is therefore not so stringently realistic as to be punished to the inexperienced or casual gamer. Mistakes will have ramifications, but usually they'll be ramifications one can learn from without having to open the reload screen. Furthermore, it is not always necessary to solve problems with the 'stealthy' way simply because you play the role of a covert operative. Players inclined to whip out an automatic rifle and charge about shooting guards will be able to do so - but they'll have to face the consequences of their actions. "Most of the time, depending on the objectives of a mission, the player always has the freedom to decide if they want to be stealthy or not. Homicidal aggression makes life harder, of course, but that's a decision we leave up to the player. They can set the level of their own challenge."

Of course, you may know that Splinter Cell has already been released on another lime-tinged console. It was hyped as an exclusive, since only the green box could handle it's amazing graphics and lightning. But hang on, here it is on PS2. And it's looking as good as ever. Don't look surprised.

So let's take a look at that world famous real-time lighting system we've all been hearing so much about. Aside from being aesthetically stunning in every way, this system marks something of a revolution in stealth game design and plays an integral role *Splinter Cell's* gameplay from start to finish. "Stealth games are all about moving between shadowy 'safe-zones' to avoid enemies. So we thought it would be very cool if the player modify and create 'safe-zones' through the dynamic manipulation and modification of real-time lighting. That's what out global lightning system does. We have changed the way lightning and shadows are traditionally computed in videogames."

Could this be the best stealth game ever released on a Sony console? We don't know yet, but goddamn it's certainly shaping up that way. It's got charm, it's got style and it's got the right amount of hardcore stealth to keep the fanatics happy. It's got everything you could possible want from a stealth game without the annoyance traditionally associated with the genre. Really, how could you not want to play this game?

PSW VERDICT: 8/10

As the risk of Sam Fisher snapping it, we'll stick our neck out and say that Splinter Cell is very good, but not quite the Solid Snake strangler we were hoping for.

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Tom Clancy's Splinter Cell

8.9

Developer Ubisoft Shanghai
Publisher Ubisoft
Release date (eu) March 28, 2003
Genre Stealth
Mode 1 Player

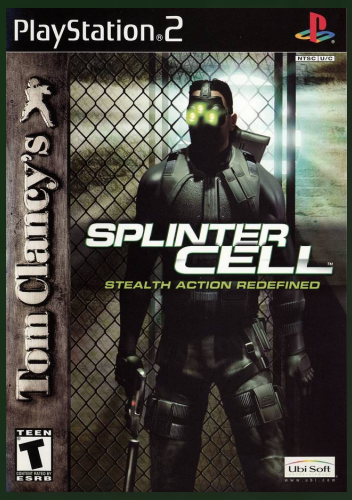
Tom Clancy's Splinter Cell is a 2002 stealth game developed by Ubi Soft Montreal and built on the Unreal Engine 2. It is the first game in the Splinter Cell series. The game is available for Xbox, Windows, PS2, GameCube, and Mac OS X. A remastered high definition version of Tom Clancy's Splinter Cell was released on the PS3 in September 2011. The success of the game series spawned a series of novels written under the pseudonym David Michaels.

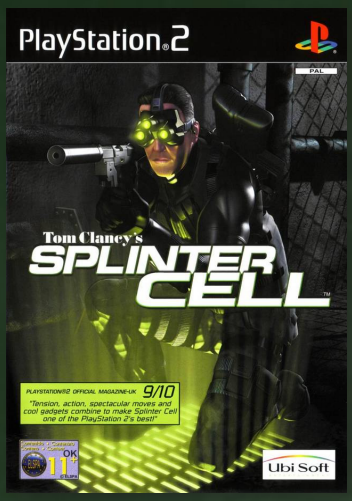
Endorsed by author Tom Clancy, it follows the activities of Sam Fisher, a covert ops veteran recruited to spearhead the newly-activated Splinter Cell Program, which is part of Third Echelon, a top-secret initiative within the National Security Agency (NSA). Third Echelon uses Splinter Cells, lone operatives working in the field with high-tech support, to conduct intelligence-gathering missions in hostile territory. The character of Fisher is voiced by actor Michael Ironside.

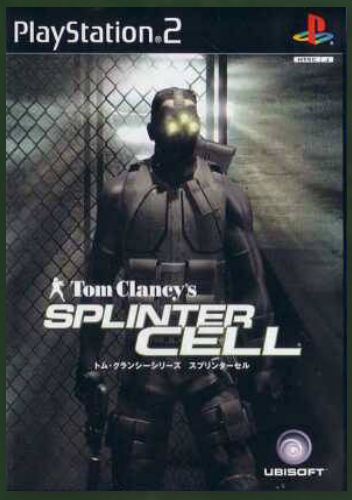
The primary focus and hallmark of Splinter Cell's gameplay is stealth, with strong emphasis on light and darkness. The player is encouraged to move through the shadows for concealment whenever possible. The game displays a "light meter" that reflects how visible the player character is to enemies, and night vision and thermal vision goggles to help the player navigate in darkness or smoke/fog, respectively.

Splinter Cell strongly encourages the use of stealth over brute force. Although Sam Fisher is usually equipped with firearms, he carries limited ammunition and is not frequently provided with access to additional ammo. The player begins most missions with a limited supply of less-than-lethal weapons in addition to Fisher's firearms, a suppressed FN Five-Seven sidearm, as well as a suppressed FN F2000 assault rifle midway through the game, which includes a telescopic sight and a launcher for some of the less-lethal devices such as ring airfoil projectiles, "sticky shockers", and CS gas grenades.

Flexibility of movement is a focuspoint of Splinter Cell. Fisher can sneak up on enemies from behind to grab them; allowing interroga-







J N P

tion, quiet incapacitation, or use as a human shield. Fisher is acrobatic and physically adept, and has a variety of maneuvers including the ability to mantle onto and climb along ledges, hang from pipes, and perform a "split jump" in narrow spaces to mantle up a steep wall.

Tom Clancy's Splinter Cell is the first video game in the Splinter Cell franchise, and is also the second video game franchise that was not originally based on a Tom Clancy book (with the first franchise being Tom Clancy's Ghost Recon). Ubisoft initially started development on a title called "The Drift", where the game was originally a third-person shooter in a futuristic-retro setting where Earth had been destroyed and major cities of remnant humans built cities on the debris of the earth. The player could use their multi-purpose gun to grapple walls, fire cameras and even change vision models.

The Drift was a prototype of things to come, but was described as having 'no soul', despite incorporating ideas and concepts that were ahead of its time. Eventually, The Drift was dropped, while elements retained in what would be known as "Tom Clancy's Splinter Cell", a game based on Ubisoft's directive to Ubisoft Montreal to make a *"Metal Gear Solid 2 killer"*.

Ubisoft Montreal was tasked into creating a revolutionary stealth game that took elements from Thief and Metal Gear Solid. Tom Clancy endorsed it while also being a support writer for scenarios. Tom Clancy at first did not approve of the tri-focal goggles, which were said to contain both night vision and thermal vision, as it was unrealistic to have such a device. This is due to the issues such a device would have with size and cost in real life. Though Tom Clancy later approved of it as Ubisoft made use of it as Sam Fisher's signature style and explained that having two separate devices, which the player would need to interchange, would be highly detrimental to gameplay.

Ubisoft Montreal focused on making a more realistic approach to the stealth genre, and in doing so had to do research on developing technology, such as the suit that Sam wears, the type of tech for surveillance and the gadgets, and so on. While the game ran on Unreal Engine 2 engine, Ubisoft utilized the engine for dynamic lighting effects as well as well as creating realistic physics (such as the soft physics).

The Xbox version is the original one, with a closely adapted version for the PC, and separate ports for PS2 and GameCube. The latter have slight changes in levels generally to make it a little easier. Each version also contains some exclusive features. The Xbox and PC versions include three additional downloadable missions (Tom Clancy's Splinter Cell: Mission-Pack). The PS2 version has an exclusive level, and the

GameCube version can be connected with a Game Boy Advance through a link cable to view an overhead map. The PS2 and GameCube versions include additional binocular items, and the latter also has an extra sticky bomb weapon. The PS2 release also has an exclusive 5min pre-rendered intro cinematic with full orchestrated score, showing how the two agents Sam are sent to look for at the beginning of the game were captured.

The PS3 version, released as part of the Splinter Cell Trilogy, was ported from the PC version, because it had more details and more content than the PS2 version.

Splinter Cell was a commercial success. Pre-orders reached 1.1 million units, and the game sold 480,000 copies worldwide by the end of 2002, after three weeks on sale. Next Generation ranked it as the 10th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. It remained the best-selling Splinter Cell game in the United States by July 2006.

Tom Clancy's Splinter Cell received positive reviews upon the game's release. GameSpot's Greg Kasavin said that Splinter Cell has *"hands down the best lighting effects seen in any game to date."* IGN likewise praised the game for its graphics and lighting, while also praising how it evolved Metal Gear Solid's third-person stealth-action gameplay. Both praised the game's audio, noting that Michael Ironside as Sam Fisher's voice suited the role perfectly. Scott Alan Marriott of AllGame gave the Xbox version four-and-a-half stars out of five, and called it *"one of the few games to elicit a feeling of suspense without resorting to shock techniques found in survival horror titles like Resident Evil."*

Criticism of the game was also present. Greg Kasavin said that Splinter Cell is *"sometimes reduced to frustrating bouts of trial and error."* In addition, Kasavin criticized the game's cutscenes, saying that they are not up to par with the rest of the game's graphics.

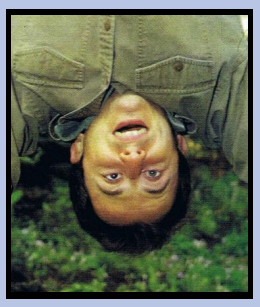
Non video-game publications also gave the game favorable reviews. Entertainment Weekly gave the Xbox version an A and called it *"wickedly ingenious"*. The Village Voice gave the PS2 version eight out of ten and said, *"If this game were any more realistic, you'd have to hold in your farts."*

The game also received several awards, including; E3 2002 Game Critics Awards: Best Action/Adventure Game. 3rd Annual Game Developers Choice Awards: Excellence in Writing. 6th Annual Interactive Achievement Awards: Console Game of the Year, Outstanding Achievement in Game Play Engineering. IGN Best of 2002: Xbox Game of the Year and Xbox Best Graphics.

Splinter Cell was also a runner-up for Computer Games Magazine's list of the 10 best games of 2003.

SPLINTER CELL BLOKE! GREG GOBBI

by: PlayStation 2 Official Magazine (AU) 2003 June #15



Splinter Cell's Creative Director talks about stealth, sequels and sharing the credit.

How did the initial idea for *Splinter Cell* come about?
We wanted to create a game with tension. We wanted t reproduce the feeling you got when you were a kid, watching TV from behind the sofa. But then we wanted to release that tension with action, too. That's why we have the special moves - they provide the player with an almost physical sensation.

Which games influenced you - obviously *Metal Gear Solid*?
We definitely wanted to make a game that would be better than *Metal Gear Solid*. It was obviously going to be hard though, it takes Konami four years to make a *Metal Gear Solid* game and they have 80 people. We only had 40 people and two years. It's a brilliant game, of course, but it had plenty of frustrating elements, particularly the lack of control. You can play it just by looking at the head-up display, not the main screen. Our goal was to be more realistic and provide much more control over the camera so players could use the 3D environment to hide. A game that did influence us in that respect was *Thief*.

So how did you get access to the Tom Clancy license?
We were working on a shoot-'em-up, but it was set in a game universe that we weren't sure would hook the American market. It would have worked in Europe I think, but maybe it was a bit lateral for the US. Anyway, when Ubi Soft bought Tom Clancy's developer Red Storm, we asked if we could use the license and *Splinter Cell* was born.

Which other games are you currently involved with?
One big one is the next *Prince of Persia* game. It'll be a challenge to rejuvenate the brand because *Prince of Persia 3D* was very disappointing. However, we're working with Jordan Mechner, the game's creator. I'm Also overseeing *Tom Clancy's Rainbow Six Raven Shield* and *Myst 4*.

Pretty damn busy then...
You could say that. My role is to ensure the team have the resources they need. Once we agree on a game's concept, it becomes the team's responsibility to get it done. As Creative Director, I can't say, "This is my game," I have to say, "This is your game." It hurts, but that's how it is.

Any news on a sequel for *Splinter Cell*?
At the moment we're thinking about a multiplayer element. It might be an add-on, it might be a sequel. The problem is, our game is based on shadows and being sneaky - if you tried to do a deathmatch, for expample, night vision would ruin everything. If you shoot out the lights and hide in the dark, it won't make any difference - you can use your night vision to see me. It's a real design challenge.

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TEEN T CONTENT RATED BY ESRB
Blood and Gore Violence

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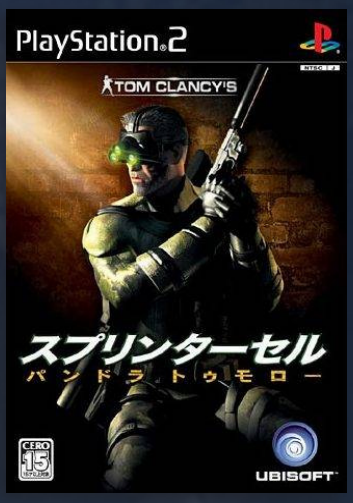

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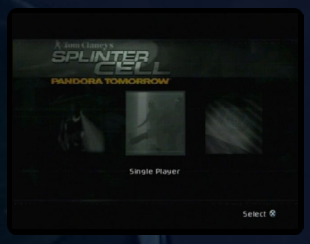
Tom Clancy's Splinter Cell Pandora Tomorrow



Developer	Ubisoft Shanghai
Publisher	Ubisoft
Release date	(eu) June 11, 2004
Genre	Stealth
Mode	1-2 (4) Players

Splinter Cell: Pandora Tomorrow is was developed and published by Ubisoft Shanghai and Ubisoft Milan, while Ubisoft Montreal, developer of the original Splinter Cell, was working on Chaos Theory. Pandora Tomorrow is the second game in the Splinter Cell series endorsed by writer Tom Clancy.

In Pandora Tomorrow, players reprise their role as Sam Fisher, along with his friends Irving Lambert and Anna Grimsdottir.

A terrorist has a disease which he plans to spread through the United States. He makes daily phone calls to an undisclosed location every day, delaying the release of the disease by one more day. As Fisher, the player must find out who the terrorist is, where he is, who he is working for, and above all, stop him. In order to do this, Sam are taken all around the world, from Paris to Indonesia to Jerusalem.

The gameplay is largely unchanged from the original Splinter Cell. The game features some moderate graphical improvements, as well as minor gameplay changes such as the fact that health kits are no longer an inventory item, and the addition of a laser sight to Sam's pistol that allows the player to know exactly where the rounds will strike, even when moving around. Also, Sam can now open doors while carrying a body, shoot while hanging upside down, a "SWAT turn" past doorways unnoticed (move from one side of the door to other while covered), and perform a half split jump. The SWAT turn was removed and the pistol laser was replaced with an OCP (Optically Channeled Potentiator) which can temporarily disable electronic devices in Chaos Theory, the next entry in the series. The PS2 and GameCube versions also feature an additional single player mission to compensate for the abridged gameplay compared to the PC and Xbox versions.

Ubisoft Shanghai took helm of the critically acclaimed Splinter Cell franchise. The game's main focus was improving lighting effects. Shanghai also made a small gameplay change where a player could choose from multiple paths to take instead of a single path every playthrough. They also took it upon themselves to create multiplayer for the game. Michael Ironside returned to voice Sam Fisher while Dennis Haysbert voiced Irving Lambert. The game's development name was "Shadow Strike".

As with the original Splinter Cell, the Windows version is a port of the Xbox version, and duplicated that version's user interface and gameplay. However, the Windows version can run at higher resolutions than the console versions. The controls were reworked to allow simultaneous use of a keyboard and mouse, with movement speed being controlled by the mouse wheel. None of the bonus content from the other versions is present on this version.

As with the original Splinter Cell, the PS2/GCN versions are identical in both level layouts, resolution and other assortments of degradation. The framerate tends

to stutter slightly more than the Xbox version. Loading times are also longer. Missions are also structured in a different/shorter fashion and the multiplayer component is not as extensive as its Xbox counterpart. The PS2 version boasts extra content, however, including a new Indonesian Jungle mission (which also appears in Splinter Cell Essentials for the PSP).

Notable differences between the PS2 and GCN versions are minor, ranging from shadowing to the framerate itself. The GameCube version continues to use a soft filter over its shadows whilst the PS2 version maintains the same bare bilinear filtering of the original versions. Some shadow spotlights are even missing from the GCN version as well, such as in the vents of LAX. The GCN version, as can be seen in-game, can slow worse than the PS2 version, yet can reach 60fps where the PS2 doesn't. While the base is similar, unlike the PS2/Xbox/PC version, thermal in the GCN also lacked a final touch, the full screen color bleeding "infrared" post effect. Instead, the GCN version remains the same as the previous ports whereby it simply uses an outline around its characters and objects.

Lastly, unlike the first Splinter Cell, which was built in four months, UbiSoft's development team was able to spend time on emulating the correct shadow projection that the originals' depth buffered shadow maps enable. In the first effort, shadow maps weren't any different to a standard light map and would project any object on Sam, when actually deciding to turn his receiving values on, no matter his position. The PS2 version of the sequel now uses fuller, more complex logic similar to the PC version's projector mode, in which an object that receives shadow selectively chooses which shadow objects

to receive (e.g. Sam will sometimes receive shadows of a beam, but not ones of enemies or smaller objects), to swap between any of two objects' receiving values, depending the position from the light and collision. On the other hand, the GCN version uses a complete version of what was briefly cooked up in the original port. Objects will be sent through the map, but not as a shadow, which therefore blocks Sam and causes his own shadow to disappear behind an invisible "inverted" shadow. This time around, all objects receive their own shadow, like in the buffer method, only this time, it instead uses the other data to blot out the shadow via the previous logic found in the individualization of receiving values across a single shadow map. Out of the two methods, the GCN most mimics a depth map, as removal is 1:1, whereas the methods found in the PS2 version can result in having these values swap earlier than Sam can travel fully behind an object (usually when Sam is midway through an object).

By the end of March 2004, Pandora Tomorrow had sold 1.7 million copies. Its total sales reached 2.7 million units by the end of June, and rose to 2.8 million by September.

The game's reviews ranged from "average" to "universal acclaim", depending on the platform, according to Metacritic. In addition, Rotten Tomatoes gave the game a score of "Fresh Rating" for the PS2 version.

The game was banned by Indonesian Government due the controversial theme about Timor Leste-Indonesian conflict.

Also, a real life near-parallel with Delta's securing of the US Embassy happened in 1980 when Delta Operatives tried to rescue US hostages in the US Embassy in Iran. They failed in their attempt.

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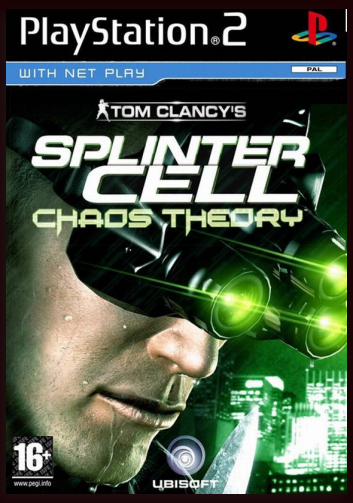
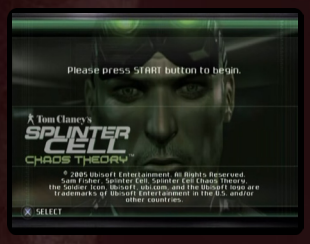


J N P

Tom Clancy's Splinter Cell Chaos Theory



Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) March 28, 2005
Genre	Stealth
Mode	1-2 (4) Players

Chaos Theory is the third game in the Splinter Cell series endorsed by novelist Tom Clancy. The game has a significantly darker tone than its predecessors, featuring more combat and the option for Fisher to kill people he interrogates as opposed to simply knocking them out. As a result, it was the first Splinter Cell game to receive an M-rating by the ESRB, an assessment which has since been applied to all subsequent releases in the series.

The game is set in 2007. Japan creates the Information Self-Defense Force (I-SDF). The creation of this force is seen as a violation of international law and Japan's constitution, and it causes tensions to rise between Japan, China, and North Korea. In time, North Korea and China set up shipping blockades around Japan, and Japan calls on the United States for help, citing article nine of the Postwar Constitution. Throughout this time, Japan uncovers more and more information that the infamous Black Gold Day was caused by intentional information warfare attacks. As the U.S. prepares to launch the USS Clarence E. Walsh, Third Echelon sends the famous Sam Fisher on a mission that appears to be unrelated to the incident, but which may end up being the most important element of it all.

The game also features a number of major changes and improvements to the series' basic gameplay. Chaos Theory is also the first game in the Splinter Cell series to use ragdoll physics.

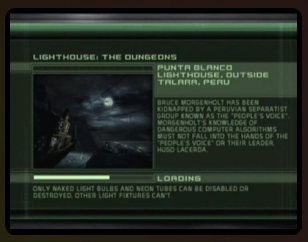
Chaos Theory features refined stealth mechanics. In addition to the standard light bar, the game also features an aural monitor that measures the noise that Sam makes, along with the ambient noise of the environment. It is important for Sam to make less noise than his surroundings; otherwise, the enemy guards will hear him.

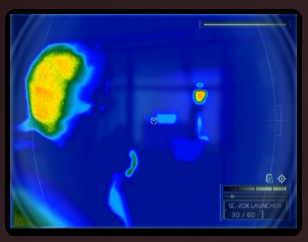
The AI detection has been altered as well. In former titles, after Sam would leave a certain area, the game would do a sweep of the previous area for all unconscious or dead bodies in a well-lit spot. If any were found, an alarm would be triggered. In Chaos Theory, the bodies have to be discovered by a patrolling guard or security camera in order to trigger an alarm. This enables players to leave bodies simply laying out in the open, and, as long as the player has eliminated all NPCs and disabled all cameras, no alarms will be triggered.

Being spotted by enemies will still trigger alarms, and alarms will still cause enemies to become more alert and combat-ready (such as causing them to wear ballistic vests and helmets). However, triggering too many alarms will no longer cause the game to end automatically. Even killing civilians or friendly soldiers may not cause Fisher to fail the mission, although doing so will at least cause Fisher to be seriously chastised by his superior, and cost him significantly in his mission score as well as cancelling certain mission objectives, such as tapping phonelines and locating covert listening devices.

Chaos Theory adds a combat knife to Sam's close-quarters combat abilities. Sam can use the knife in multiple ways, such as threatening an enemy during an interrogation, killing an enemy in close-quarters combat, or piercing gas tanks on generators in order to aid in his stealth operations. Also, it no longer matters what direction Sam attacks from when using melee attacks, nor does it matter if enemies are aware of his presence, as opposed to earlier entries in the series where he had to attack from behind or on the side and the enemy could not be alerted to him in order to take them down in one hit. He also has the option of using lethal or non-lethal force when ending an interrogation, and with his close range attacks. As an expansion on Sam's ability to shoot while hanging upside down (introduced in Pandora Tomorrow), he can now choke down or break the neck of enemies below him. He also has the ability to pull people over railings while hanging off a ledge and throw bodies off of cliffs or over railings, even onto other guards. However, the ability to shoot around corners has been removed, although this is balanced by being able to switch the side of Sam's body the gun is on while in a firing position.

Fisher is able to choose from one of three different equipment "kits." There is Redding's recommended kit, an assault kit and a stealth kit. Redding's Recommendation gives Sam an even balance between ammunition and non-lethal weaponry. Assault provides more ammunition at the expense of non-lethal weapons while the Stealth kit contains more non-lethal weaponry at the expense of brute force, lethal weaponry, and spare magazines. On missions where an objective is to cause no fatalities, the player is unable to choose the Assault option.





The 5-7 SC Pistol returns, though the laser pointer featured in Pandora Tomorrow is replaced with a new feature: the OCP (Optically Channeled Potentiator). When fired at certain electronics, the OCP can disable them for a limited time. Fisher can disable lights, security cameras, and more. If the device cannot be disabled, it will temporarily malfunction instead, such as causing the blue screen of death when attacking computer towers.

The SC-20K returns with a multitude of new attachments, such as a foregrip that reduces recoil and increases accuracy, a launcher that fires non-lethal weaponry, an undermount shotgun attachment for close quarters firing, and a prototype 20mm sniper attachment for long-range combat. The SC-20K now uses a reflex sight that zooms to 1.5x magnification, while the sniper scope allows from 1.5x to 3.5x magnification.

A large variety of non-lethal weaponry can be fired from the SC-20K launcher, such as the Sticky Camera, the Sticky Shocker, the Airfoil Round, and Gas Grenade. The Sticky Camera will reveal an image of the area in which it was shot. In addition, it can make a clicking sound which will attract enemies, and also emit a CS gas that will render unconscious any enemies in the immediate area. In contrast to former titles Sam can now use multiple cameras at the same time. He can switch back to any Sticky Camera that has not been destroyed by using the CS gas attack or due to enemy fire. The Sticky Shocker will shock and incapacitate its target when fired. If shot into a body of water, the shocker will incapacitate all targets in the water. The Airfoil Round is a hollow metal ring that will knock out the target. It is still possible for an unconscious enemy to die if shot, dropped from a considerable height or dropped into water, no matter how shallow.

Fisher also has multiple types of grenades. There is a gas grenade, which emits a cloud of CS gas that knocks enemies unconscious, a smoke grenade, which provides Fisher with a cloud of smoke to hide in, the flashbang, which will temporarily blind and deafen any enemy near it, and the fragmentation grenade, which will kill any enemy within its blast radius, and send objects flying in all directions.

Chaos Theory features competitive and cooperative multiplayer. The cooperative mode expands play by allowing for two agents to play through a unique 7 mission story mode which parallels the single player campaign. The cooperative campaign follows the story of two Splinter Cells in training, merely known as Agent One and Agent Two. Their training is interrupted when a world crisis occurs that requires the Shadownet division of the NSA. to deploy additional resources, even including agents not fully trained. The missions become a trial by fire for the two new agents. Though players can operate alone, the level design is such that it encourages teamwork.

In Splinter Cell Chaos Theory VS mode, two additional game play modes have been added to the game. New game modes include disk hunt, which consists of spies grabbing disks placed throughout the level, then returning the disks to their extraction point. The other game mode is death match, which consists of killing players on the opposite team-spies or mercenaries.

The Spy vs. Mercenary game mode returns from Pandora Tomorrow with many improvements. These include new gadgets for both teams, cooperative moves for the spy team, and improved close quarters combat for the mercenaries. Spies are armed with non-lethal weaponry so they rely on stealth, skill, and gadgets. Spies can only kill mercenaries by breaking their necks, dropping on them, and hanging from a ledge and pulling him down. The spies' gadgets also do not generally affect other spies. Mercenaries are the heavily armed enemies of the SHADOWNET spies.

Ubisoft Montreal returned to develop the third title in the franchise. In doing so, they used a modified Unreal Engine 2.5 to create a more detailed game. From the point where when it rains, Sam becomes wet. They also added Co-Op storyline that works side by side with the main campaign. Michael Ironside returns as Sam Fisher while Don Jordan returns as Lambert who was previously voiced by Dennis Haysbert

in the last game. This is also the first game in the franchise in which it is rated M for mature. It is unknown why Ubisoft Montreal decided to go with this rating but speculation suggests they wanted a more realistic Splinter Cell game than in the past. Chaos Theory was later remade for the Nintendo 3DS as called Tom Clancy's Splinter Cell 3D and it is also part of the Tom Clancy's Splinter Cell Trilogy for PS3.

A Limited Collector's Edition was available for PC, PS2, Xbox, and GameCube. Each version is packaged in a collectible tin, and the PC, PS2, and Xbox versions include the following bonus features on an extra disc:

- Exclusive G4 "Making Of" Video
- Music from the official Chaos Theory soundtrack by Amon Tobin
- Development Team video diaries
- Penny Arcade Spy Training Manual
- Mega 64 Videos

Chaos Theory was a commercial success, selling 2.5 million units across all platforms within a month of its release. The Xbox and PC versions of the game received critical acclaim; the GameCube and PlayStation 2 iterations were also released to generally positive reviews.

Official Xbox Magazine named it the Xbox "Game of the Year" (2005) for its strong gameplay and lifelike graphics. It is considered one of the greatest video games of all time. A 2013 IGN review described Chaos Theory as a *"peak"* in the series. Edge gave the game a score of eight out of ten and said it was *"the game that the original Splinter Cell was meant to deliver: a tight play experience within a trusty framework, one more of enjoyment than irritation, and a game that's no longer exclusively for fans of repeated reloading."* In Japan, Famitsu gave the PS2 version a total of 29 out of 40.

Non video-game publications gave the game some favorable reviews. Maxim gave the game a perfect ten and stated: *"No longer is there just one way to solve a treacherous night mission before the enemy picks up your audio signature: stealth will pay off just as well as good old-fashioned ultraviolence."* The Sydney Morning Herald gave the Xbox, PC and PS2 versions all five stars and called it *"Visually spectacular and hugely rewarding."*

Due to the fact that this game depicts a war between North Korea and South Korea, it was banned in South Korea until 2006.

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MA 15+ RESTRICTED
Strong violence

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PlayStation®2

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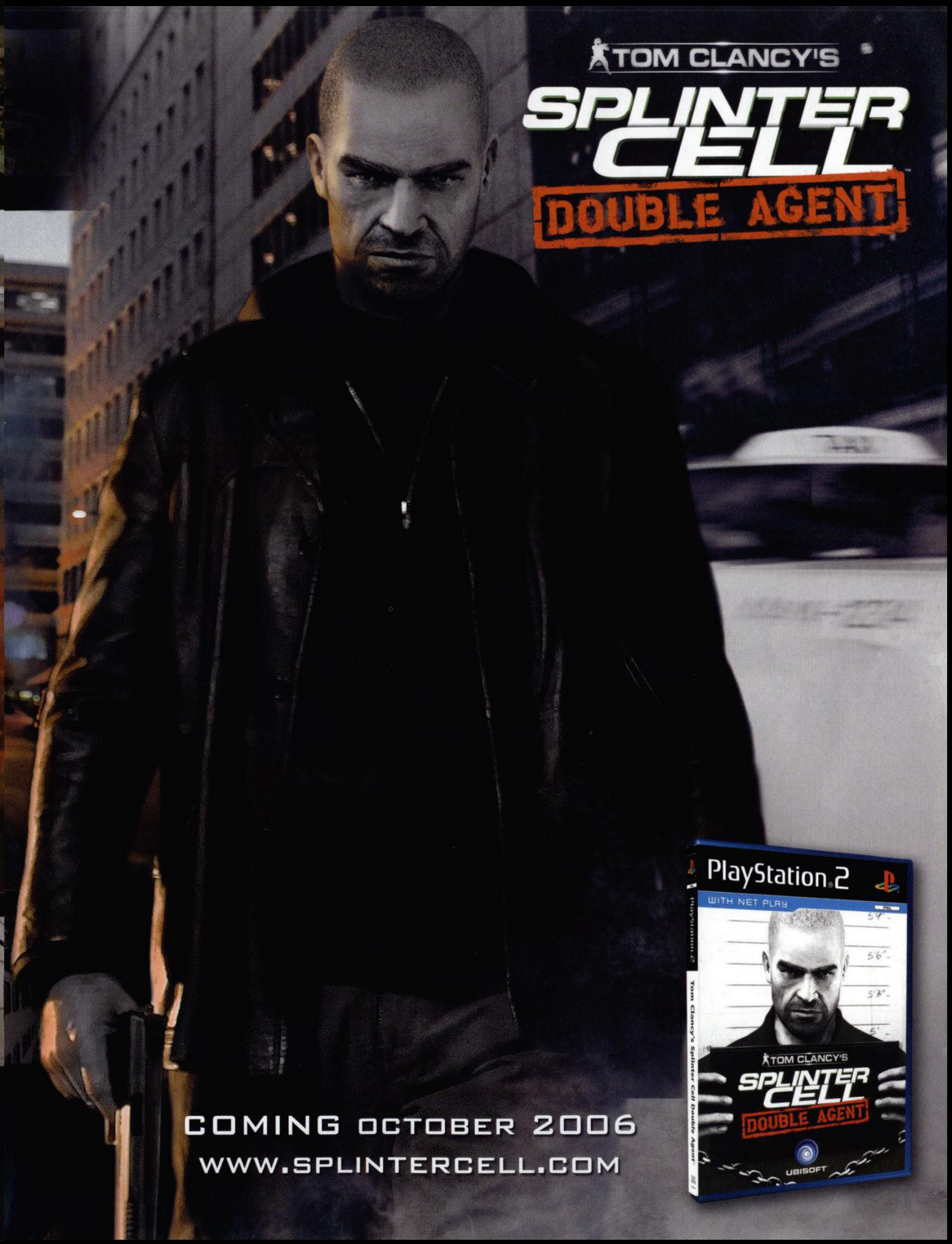
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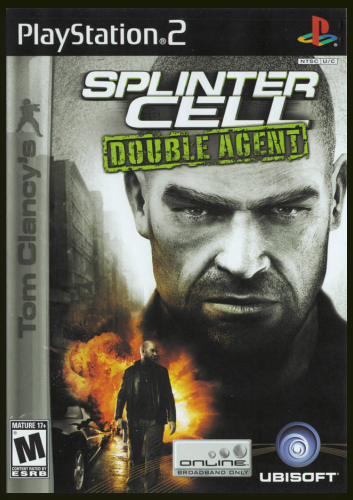
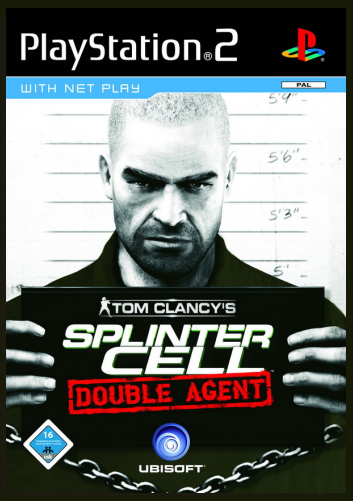




J N P

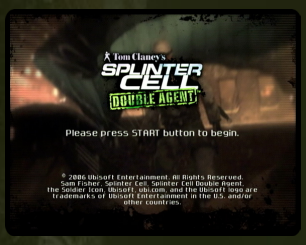
Tom Clancy's Splinter Cell Double Agent

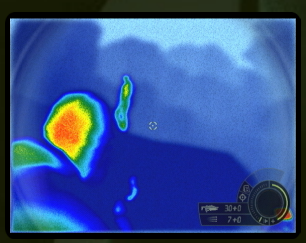
Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) October 24, 2006
Genre	Stealth
Mode	1-2 (4) Players

There are two separate versions of Double Agent. One version was made by Ubisoft Milan and Ubisoft Shanghai, developers of Tom Clancy's Splinter Cell: Pandora Tomorrow and was released on the Xbox 360, Windows, and PS3. The other version was made by Ubisoft Montreal (Tom Clancy's Splinter Cell and Tom Clancy's Splinter Cell: Chaos Theory) and was released for the Xbox, PS2, GameCube and Wii. The Ubisoft Shanghai version features a completely custom engine while the Ubisoft Montreal version plays more like the classic Splinter Cell games. The games share the same general plot but feature different storylines, plot twists, and levels. They do however, share the same background music, a few cut scenes and all voice actors.

The game's plot is told as a huge "flashback" of Sam reiterating to NSA Director Williams what happened. Version 1 takes place in the present. It follows Third Echelon Splinter Cell Sam Fisher, who is assigned to go undercover as a convicted felon in order to infiltrate a domestic terror organization called John Brown's Army (JBA). Acting in multiple staged bank robberies and killings, Fisher becomes an infamous criminal and is incarcerated in Ellsworth Prison, Kansas where he befriends cellmate Jamie Washington, a JBA member. With indirect assistance from a Splinter Cell team, Fisher helps Washington escape, and is welcomed into the JBA.

Fisher is given objectives from two separate parties, the JBA and NSA, sometimes forcing the player to choose between them in order to progress. Due to the fact he is "working" for two different organizations, Sam is faced with several choices in the game that affect his trust with the JBA and the NSA, represented by the "trust meter". Trust on either side affects Sam's weapon arsenal: completing NSA objectives will unlock a high-tech arsenal, while completing JBA objectives will unlock a lower-tech lethal arsenal. A non-linear storyline that changes based on the objectives the player completes (those of the JBA or NSA). Multiple endings are introduced. The





lock-picking mini-game returns and a new bomb defusing game is introduced.

The PS2 version includes two exclusive "flashback" missions: one mission has Sam rescuing his daughter from a cargo ship (the level design is borrowed from the Yugoslavia mission in Splinter Cell: Essentials), and the other has Sam escaping captivity from a German bunker (level design borrowed from the SEALs mission in Essentials). The PS2 version featuring exclusive levels is not new to the series.

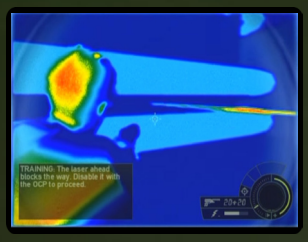
As part of the JBA, Sam must complete objectives set by them to gain their trust as well as complete objectives from the NSA. The decisions he has to make will become increasingly difficult as he progresses through the game. Earlier decisions, such as deciding whether or not to free all of the prisoners during the prison breakout, will just affect his score, but as the game progresses, Sam is faced with serious choices that could kill thousands if made wrong, but may blow his cover if he does not do it.

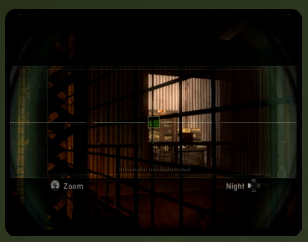
Despite this, Sam must make the JBA trust him, in order to gain access to the restricted areas of their base and complete NSA objectives. If he is seen in restricted areas before he is allowed to go there, it will dramatically affect his trust with the JBA. Similarly, if he is caught using an NSA gadget or picking a lock in JBA HQ, his cover will be blown.

He is also watched by the JBA in most of his missions, if he is seen completing NSA objectives or is thought to be doing something out of the ordinary, his trust will go down. Killing people apart from those ordered to be taken out will affect his NSA trust in the same way.

Like Chaos Theory, cooperative missions are available that tie-in directly to the storyline.

The Xbox and PS2 versions have a





Spy vs. Upsilon mode, with players able to play as Echelon Spies or the Upsilon agents, and also has a co-op mode intertwined with the single player portion of the game.

There are 6 Game Modes in these Spy vs. Spy matches: Team Hack, Deathmatch, Team Deathmatch, Key Run, Sam Vs. All, and Countdown. Team Hack has players trying to retrieve data by hacking into enemies' computers and securing their own computers, similar to "Capture the Flag". Deathmatch and Team Deathmatches pit players against each other. Key Run is similar to Team Hack, except retrieving a Key to hack into the other team's computer is the main item to capture. Sam Vs. All is reminiscent to Metal Gear Solid 3: Subsistence's Sneaking Mission game mode, in which one player who is Sam Fisher must play as a lone wolf and hack into computers defended by an Upsilon spy team. However, the key difference is that Fisher lacks the equipment from the single-player mode, and is nearly identical to normal spies. Countdown is similar to Deathmatch, ex cept players must outlast each other by getting more kills to extend their time limit.

Reception of the game ranged from positive to mixed. The UK OXM gave the PlayStation 2 version an 8 out of 10. IGN gave the Xbox version of Double Agent an "Outstanding" 9.0 out of 10 and the PS2 version an 8.7. TeamXbox.com rated it 9.1 out of 10, USA Today 9 out of 10, GameTrailers.com 8.9 out of 10, and 1Up.com a "Dynamite" 8 out of 10.

GameSpot gave the Xbox version a "Great" 8.5, the PS2 version a "Great" 8.2, the Wii version a "Fair" 6.2, and the Gamecube version a "Fair" 6.7. The major difference between them is the level of online multiplayer, graphics and the controls which differentiates one from another.

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SEEING IS BELIEVING

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Language
Suggestive Themes
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The way it's meant to be played NVIDIA

Jeep

DUCATI

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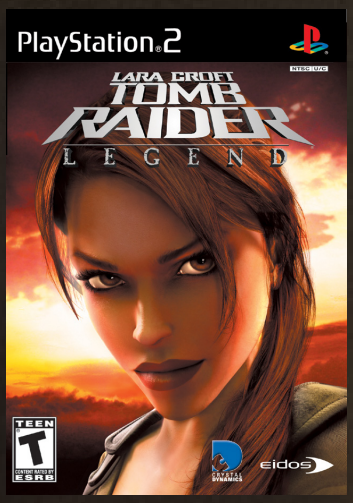
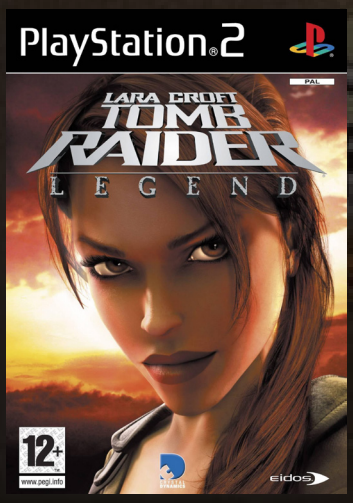




JNP

Tomb Raider: Legend

Developer	Crystal Dynamics
Publisher	Eidos Interactive, (jp) Spike
Release date	(eu) April 7, 2006
Genre	Action-adventure
Mode	1 Player

Tomb Raider: Legend is the seventh entry in the Tomb Raider series and the first in a franchise reboot that reimagined the origins and character of series protagonist Lara Croft. The game released for Windows, PS2, Xbox, Xbox 360, PSP, GameCube, along with handhelds devices. A PS3 port was released in 2011.

Legend details Lara Croft's quest for the mythical sword Excalibur, racing across the world against her former friend Amanda Evert.

Tomb Raider: Legend is a single-player action-adventure game in which the player controls Lara Croft through eight levels set across seven locations around the world. The typical third-person action-adventuring exploring is still present. Lara can move more freely, and is no longer limited by specific jumps. As players travel through rough environments, they will need to run, dive, swim, climb on poles, ladders, roofs, use zip lines, shimmy and vault, with acrobatic actions such as somersaults and flips.

In some sections, the player must pass quick time events by reacting to control prompts that appear on screen. While exploring, Lara can use her grapple to move and destroy certain objects, use a small torch to illuminate dark areas, identify different environmental characteristics using her binoculars, and pick up a maximum of three Health Packs which can heal damage suffered during gameplay. Collectable Artefacts hidden in each level can be found and unlock extra features, while Time Trials challenge players to complete any level within a time limit.

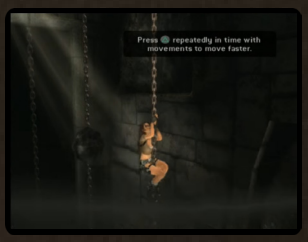
During combat, Lara automatically locks on to enemies, with the player able to switch to another target within range. She can move around freely to avoid enemy attacks and trigger environmental hazards to aid her in combat. Lara can access up to two weapon types; her default twin pistols with infinite ammunition, and a secondary weapon, which is picked up during a level and has limited ammunition which can be replenished from defeated enemies carrying the same weapon type. Lara can also carry grenades, perform melee attacks when she is close enough, and use her grapple to briefly stun them. When close to a targeted enemy, Lara can perform a jump attack which slows down time while she is airborne, allowing her more time to dispatch her enemies.

British-based studio Core Design developed the Tomb Raider series until 2003. Following the successful release of the original game in 1996, they produced four successive sequels between 1997 and 2000. Their sixth and last Tomb Raider game, Tomb Raider: The Angel of Darkness, beset by developmental problems, was rushed to an early release to tie in with the 2003 movie Lara Croft: Tomb Raider – The Cradle of Life, a sequel to the 2001 film. The game was a critical failure due to its technical problems and blamed for the commercial failure of The Cradle of Life by Paramount Pictures. The failure of The Angel of Darkness—in addition to general fatigue with the series among Core Design staff—prompted the cancellation of planned sequels,

and Eidos Interactive moved development responsibilities to another studio.

Crystal Dynamics took over responsibility for developing future Tomb Raider games. The team responsible for Legend was the same team responsible for Legacy of Kain: Defiance. According to producer Morgan Gray, the team were wowed initially at being tasked with producing the Tomb Raider series before fully understanding the challenges involved. A notable addition to the team was Toby Gard, one of the key creative figures of the Tomb Raider franchise as both lead designer of the first Tomb Raider and Lara's creator. Gard joined the Crystal Dynamics team during the pre-production phase; he has been referred to as a senior designer, creative consultant, and lead character designer. Gard also helped the team flesh out Lara's early animations, co-wrote the overall story, and worked on creating the characters of both Lara and the rest of the cast. Production of the game began in 2004, lasting approximately two years.

Looking at how they needed to revive the series after the negativity surrounding The Angel of Darkness, the team decided that Lara's movement and control scheme needed to be completely redesigned for a modern gaming audience. Lara had to return to exploring ancient ruins and tombs following the controversial focus on urban locations in The Angel of Darkness. Small teams brainstormed and worked on each location. Bolivia was chosen for the opening level, so Lara could scale cliffs. Originally no urban levels were to be featured, but after discussion the team decided to include an urban environment to provide gameplay variety, leading to the creation of the Tokyo level. When creating each locale, the team used images of local scenery and architecture so their level designs remained



authentic. A significant level cut from the game was a third South American location which would have held a piece of Excalibur. The team decided three locations would place too much focus on South America, so they created the Kazakhstan level to replace it. The motorcycle segments were described as being similar to minigames, changing the pace for players. A bike segment intended to end the England level was also cut due to scheduling concerns.

The control scheme for the previous titles—which involved moving Lara through levels built using a grid system—was completely scrapped. The new control system, dubbed "fluid movement", would enable players to learn how to control Lara and safely navigate levels with a minimum of difficulty. Combat was designed around Lara's acrobatic prowess and primary goal as an adventurer. It was balanced so it would be non-intrusive and enjoyable for both newcomers and series' veterans. Finalising Lara's animations, which were all hand-animated, took a long time and accounted for an estimated 15-20% of the game's code. Several moves and items had to be cut at various stages of development. Realistic physics, something still novel in gaming at the time, was integrated into gameplay. Rather than using available physics engines, the team created a custom physics system which handled everything from puzzle design to character and environmental movement. The control scheme and overall atmosphere drew inspiration from Ico. Another influence on the team was the original Tomb Raider and its 1998 sequel. Online elements were considered, but dropped so the team could focus on delivering a polished single-player experience.

Legend uses a game engine based on an updated version of technology used in Legacy of Kain: Soul Reaver. Creating more open envi-

ronments was a challenge for the development team. Their environment designs for the Legacy of Kain series were more enclosed and required different engine and level architecture. A key part of the engine design was a streaming system; levels were divided into individual units which were loaded in and out depending on Lara's position in the level. This allowed the team to create levels with a high amount of detail without exceeding the memory limitations of their planned consoles. The team later said that developing the engine in parallel with the game's content caused issues both with deciding on what should be kept from each version and making adjustments. The AI was redesigned to react to Lara's actions, with human enemies being able to detect and flank her.

The team decided to reboot the series timeline, reworking Lara's character. Despite this, they incorporated elements of her original background and earlier adventures into her new backstory and overworld setting as a homage to Core Design's work and the general fan base. Select elements from the first Tomb Raider films were also included. The subtitle "Legend" was intended to represent the return to Lara's origins which the game as a whole represented. The story had a three-person team working on it during the entire development period. Rather than a "traditional" use of CGI and real-time cutscenes, a combination of in-engine cinematics and dialogue during gameplay told the story.

The team wanted to include a character from the original continuity, but almost all the major characters Lara had encountered were dead. They decided to use a reimagined version of Zip, who had previously cameoed in Tomb Raider Chronicles. The use of Zip and Alistair allowed the team to create a new dynamic for storytelling through dialogue exchanges during gameplay. Rutland was initially a *"much more stereotypical 'macho' bad guy"*, but was eventually redesigned into the more intellectual version used in the final game. The rebooted story contextualised Lara's treasure hunting to understand and perhaps reverse her mother's fate. While the central mystery surrounding Excalibur was completed by the game's end, the central thread of Amelia's fate was left unresolved. The team intended it as the main narrative thread binding future instalments. The central theme of the game drew from the hero's journey theories of Joseph Campbell. The team worked in Arthurian myth and the use of Excalibur as part of the story surrounding Lara's quest.

An important part of the redesign was Lara herself, a process with which Gard was intimately involved. The team initially used Lara's model from Angel of Darkness as a base and made adjustments such as slimming her down and removing harsh lines from her face. When Gard joined the team, he said he wanted to completely redesign Lara, something the team were happy with because of his role in her creation. Among the changes he implemented were an entirely new outfit and changing Lara's braided hair for a ponytail design. When redesigning her figure, Gard wanted to keep Lara's caricatured female figure while focusing on realistic bone and muscle structure. Despite the redesigns, Gard did not feel that Lara's persona had

changed much from his initial vision, but was represented more clearly to players.

Lara's voice actress was recast. Keeley Hawes, a British movie and television actress known for her work on Spooks, replaced Jonell Elliot who had voiced the character from Tomb Raider: The Last Revelation to The Angel of Darkness. Hawes was the fourth actress to voice the character. Shelley Blond, the voice of Lara from the original game, was also approached for the role. Blond confirmed her interest in reprising the role, but eventually Crystal Dynamics settled on Hawes because of her celebrity status. Eidos staff described her as perfect for the role having the *"right balance of aristocracy and attitude to really bring to life [Lara] Croft in all her glory"*. Hawes was given the role after reading a couple of lines given to her by her voice agent who sent a tape to Crystal Dynamics. British model Karima Adebibe was employed to portray Lara at publicity events.

Legend was announced in April 2005. An important part of marketing Lara for Eidos was that she be treated respectfully. The series had become negatively associated with promotional partnerships and publicity gimmicks during its initial run. Crystal Dynamics' positive association and communication with Eidos' marketing department was also a key part of development. This allowed the team to focus entirely on completing the game while Eidos helped promote the game to the press and at trade shows.

The game was initially announced for PS2, Xbox and Windows. Legend marked the Tomb Raider series' debut on Microsoft game consoles with versions for both the Xbox and its successor the Xbox 360. The 360 version acted as the Tomb Raider series' debut on seventh generation consoles.

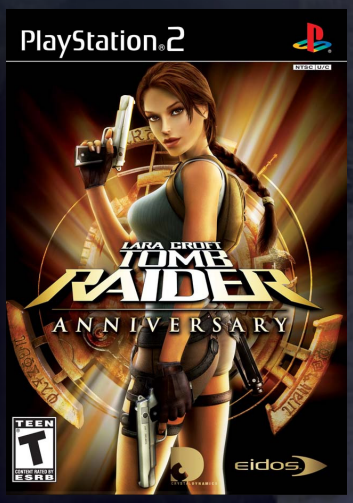
According to different estimates, in 2009, the game had sold between 3 and 4.5 million copies worldwide. This made it the second bestselling Tomb Raider game after the 1999 release of The Last Revelation and the fifth bestselling game in the series at that point.

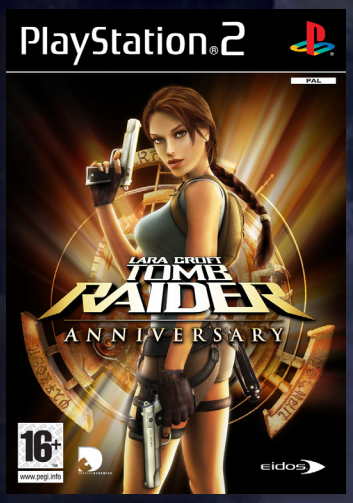
Tomb Raider: Legend met with positive reviews. Multiple websites called Legend a return to form for the Tomb Raider series following a string of below-average sequels after the original game. Comments focused on its modern redesign. Edge praised the game's art direction and distinct environments, saying it delivers *"more drama than ... many games twice Legend's size"*. The magazine also highlighted Lara's reliable controls and acrobatic movements, comparing them favourably to Prince of Persia: The Sands of Time, but criticized the superficial combat system. Overall, the magazine concluded that Legend *"established a rock solid foundation for inevitable, now justified successors"*.

Reviewers praised the story for its strength, as well as its graphics and environmental design. The platforming and puzzle elements were also commended, although the combat was seen as fairly weak due to simplified mechanics and predictable AI. A common point of praise was its improved controls compared to previous entries, which made navigating the game's environments much easier and more enjoyable. The music and sound design received overall approval for its quality and variety. Some reviewers pointed out its short length, lack of variety in puzzle design, and occasional technical issues such as frame rate drops.

The 360 version was praised for its improved graphics over other console versions even though there were no other major content differences.

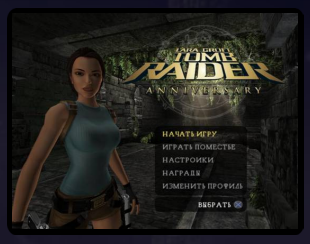
8.0





JNP

Tomb Raider: Anniversary



Developer	Crystal Dynamics
Publisher	Eidos Interactive, (jp) Spike
Release date	(eu) June 1, 2007
Genre	Action-adventure
Mode	1 Player

Tomb Raider: Anniversary is the eighth entry in the Tomb Raider series and was released for Windows, PS2, Xbox 360, PSP, Wii and mobile phones. It was later ported to OS X and PS3 in 2011.

Anniversary is a remake of the first Tomb Raider game released in 1996. It has the same basic storyline, though some cutscenes and much of the dialogue within have been expanded or modified in other ways. The game follows the continuity of 2006's Tomb Raider: Legend.

Tomb Raider: Anniversary is a single-player action-adventure game where the player controls the protagonist through fourteen levels set across four locations around the world. Locations correspond to those of the original version and are accessed in the same order, but have been re-designed with different layouts and mostly completely different puzzles which allow implementation of new moves introduced in Lara Croft Tomb Raider: Legend: swinging on ropes and using a grappling hook at specific points.

Puzzles are generally more focused on acrobatics in this version, ledges being much more prominently featured as a level design element, requiring combinations of jumping and shimmying across them to access areas. This type of gameplay replaces the key-retrieval and block-pushing puzzles of the original almost entirely. Combat is similar to that of the first game, though the player must now manually activate targeting. Some boss fights have been made a separate enclosed stage rather than being part of the exploration as in the original version. These fights may have puzzle-solving elements and often require the player to use Lara's new "adrenaline dodge" ability, which slightly slows down time when the opponent charges at her while in an "enraged" state. Some cutscenes require the player to participate in quick-time events.

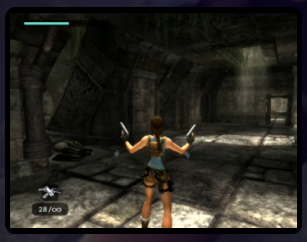
A remake of the original Tomb Raider to commemorate the game's tenth anniversary was proposed by Core Design, who at the time were working on Free Running. Several Core Design staff wanted to remake Tomb Raider for the PSP and PS2. They received permission from Eidos to create the remake, and began development in late 2005 for a release during the 2006 holiday season. The remake would have retained the original story and gameplay flow, with adjustments for new players and some rearrangements to puzzles. According to staff, the game was at an advanced development stage. During production, Eidos asked Core Design to adjust Lara's model to more closely match that used in Legend. The team intended Jonell Elliot, who voiced Lara from Tomb Raider: The Last Revelation to The Angel of Darkness, to reprise her role for the remake. In 2006, following the sale of Core Design to Rebellion Developments, the remake was cancelled. While Eidos gave no explanation for the cancellation, it was assumed by Core Design staff that they did not want the Tomb Raider franchise to be developed by a third-party studio. Prior to and following

the cancellation, footage from an internal presentation was leaked online.

Following the success of Legend, Crystal Dynamics were requested by Eidos to develop their own remake of the original Tomb Raider. Anniversary was co-developed by Crystal Dynamics and Buzz Monkey Software, the company responsible for Legend's PSP port. The game's creative director and lead designer was James Botta, its producer was Lulu LaMer, and its art director was Andrew Wood. The team were eager to develop Anniversary as they could use the development assets of Legend. They were also shocked by the request due to the original game's status amongst both Tomb Raider fans and video game history.

Another reason for developing Anniversary over a new game was to help celebrate the series' tenth anniversary and create a *"compelling gameplay experience"* by remaking the first game rather than creating a new title. With two studios working on the game, the development structure was quite complex; a core team of fifteen was based at Crystal Dynamics, Buzz Monkey Software formed a large part of the game's staff, and Crystal Dynamic's executive Creative Services section oversaw development. When designing Anniversary, the team emphasised creating the game first before making adjustments to keep paper documentation to a minimum in favour of face-to-face conversations. To facilitate a smooth process, the team created a merit-based "democratic" environment where ideas could be put forward by other team members.

Toby Gard, one of the original designers and Lara's credited creator, acted as story designer; the script and dialogue were written by Matt Ragghianti. The original game's story was described by Crystal Dynamics staff as *"pretty sparse"* and difficult to understand without Gard's explanations. One of the aims with Anniversary was to flesh out the narrative and tie it into the continuity of Legend. Gard fleshed out the lore and character motivations in Anniversary, something impossible with Tomb Raider as it needed to tell its story as quickly as possible. The narrative's conclusion, which included Lara's temptation by Natla's offer of the knowledge her father sought, thematically led into Lara's search for her mother in Legend.



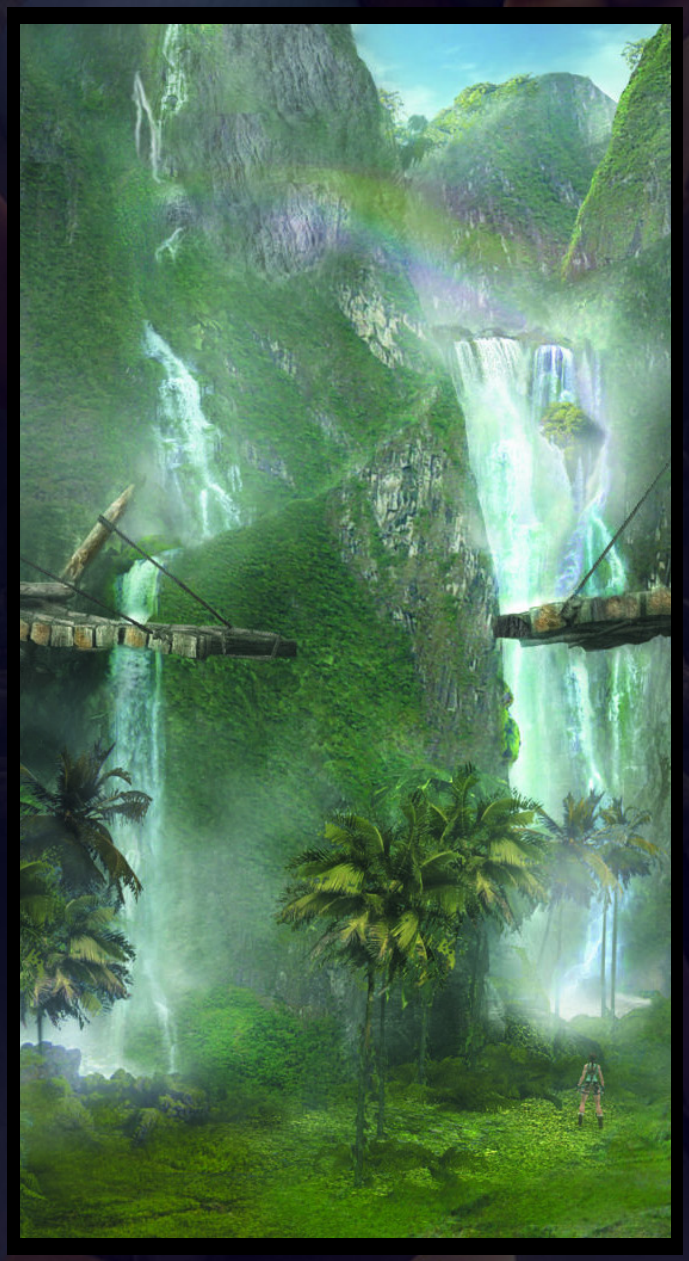
Keeley Hawes, Lara's voice actress in Legend, reprised her role for Anniversary. Lara's personality was modelled upon that shown in Legend, but with suitable adjustments for who she was as a person during the events of Anniversary. Lara's initial drive for adventure—defined by Gard as an unstoppable *"madness"* contained within a proper British woman—was fleshed out to provide purpose for players. The aim was to make her appealing while staying true to her original portrayal. Gard's expansion of the story became focused on how far Lara was willing to go and what moral boundaries she would cross in pursuit of her goals. The interactions of Natla, Larson and Pierre were extensively expanded by Gard, beginning with an infiltration sequence of Natla's Los Angeles offices by Lara prior to the Greece levels, which in Anniversary had her watching video messages between the characters. The character of Larson, who was carried over from the first game and merged with another of Natla's original henchman called Cowboy, was made a more ambiguous character who shared a *"chemistry"* with Lara. The moment where Lara kills Larson was written to show Lara crossing a moral line and killing a person for the first time in pursuit of her goals. Natla's other henchmen were also reimagined to be more realistic, with Lara's confrontation with

them being an intense battle following the emotional scene with Larson.

As described by art director Andrew Wood, one of the team's starting points was taking the most memorable moments from Tomb Raider and recreating them in Anniversary on a grander and more detailed scale. The art team wanted to show respect for the original game, designing environments to evoke nostalgia while being more complex and on a grander scale. All the original areas were brought back in Anniversary, but redesigned around modern gaming conventions. Botta said that the team picked out the most interesting parts of each area to preserve, leaving out the *"less interesting hallway traversal"* of the original. The environmental design saw an upgrade compared to those in Legend. The animals, primary enemies in the original Tomb Raider, were carried over into Anniversary, but redesigned to appear as threatening and dangerous as possible so people would see them as a threat and not feel too uncomfortable about killing them.

When designing each environment, the art team would first create them with a low colour palate and desaturated lighting to increase their realism. They would then add colourful elements such as foliage, combining that with different types of lighting. Changing levels of light and darkness as Lara explored each location were used to convey a sense of mystery. Peru was given a variety of environments, transitioning from snowy mountains to lush jungle to an underground tomb. The Lost Valley area, which had become a fan favourite since the original release, was redesigned using available technology and hardware to be more open. The gameplay was condensed into a smaller area compared to the original, which spread its puzzles and platforming through adjoining caves. Greece was designed around the theme of a subterranean temple hidden in a mountain. Egypt focused on the motif of bright sunlight, magnifying the use of lighting to promote mystery; its layout and design saw the least overall changes when compared to the original Tomb Raider. The main difference was in its scale and variety. The Lost Island area was given a unique design was volcanic elements and fantastic architecture unlike any of the other locations to act as the game's thematic finale.

As part of their research for Anniversary, the developers played through the original game multiple times, pinpointing its characteristic and iconic elements that needed to be carried over into the remake. A large amount of time was spent deciding what would be included, what elements to keep and what to change so it would appeal to old and new players alike. Anniversary was developed using an updated and expanded version of the Legend engine, but with expanded gameplay elements and moves for Lara which in turn impacted level design. The design was influenced by the team's previous experience with Legend. The puzzles were mostly redesigned based on the technology and physics engine of Legend. Much of the original game's focus on item collection and pulling switches was included, but the developers tried not to rely on this style too much, adding more variety with phys-



ics-based puzzles and environmental set pieces. When creating the puzzles, the team needed to take a second look at their design techniques so they could make puzzles and their solutions more visible and intuitive.

An element they took into consideration was criticism of Legend's linear environments, with Anniversary being built with a philosophy of branching paths and an emphasis on exploration. This style was possible due to it being a core part of the original game. Lara's original inventory was also carried over from Tomb Raider, removing some of the tools introduced in Legend. When the Peru areas were being created, Gard was eager to redesign the village area of Vilcabamba, an area the rest of the team did not know existed. The village was rebuilt to be better portray Vilcabamba's now-extinct civilisation. St Frances Folly was extensively redesigned to make puzzles larger and more complex, with many elements in Anniversary such as the giant statue of Atlas in one of the challenge chambers being parts of the original game that could not be completed. This theme of expansion continued through the rest of the areas. The Egypt levels were themed around traps and puzzles, taking a more prominent place than in other areas. The Lost Island levels were changed in various ways; the "Natla's Mines" area was made more manageable, while later levels within the Atlantean pyramid were made larger and more intricate.

The music for Anniversary was written by Troels Brun Folmann, who had previously created the score for Legend; a lot of Folmann's work revolved around reworking and expanding the original game's themes. The main theme was similar to that used in the first game, except with more advanced orchestral elements. The goal for Anniversary's music was to convey a sense of adventure. While his work on Legend involved a large amount of electronic and rhythm instruments to blend musical genres, Folmann changed to a purely orchestral score for Anniversary. Also in contrast to Legend, which used dynamic music throughout its levels, Anniversary used sparse musical cues combined with environmental ambience.

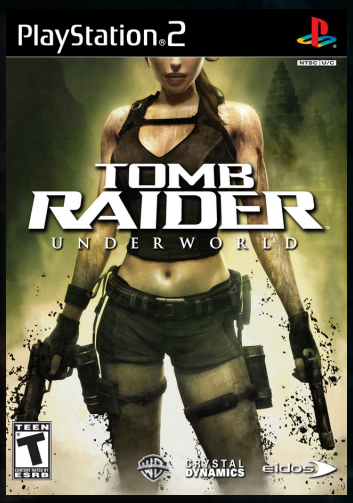
The goal for Folmann was to translate the music into an evolved version for Anniversary while remaining faithful to the original. The sound team wished only to use a traditional symphonic style; the use of strings, brass, woodwinds percussion and choirs combined with the "classic" settings used in the game. This purely orchestral approach carried over into the cutscenes. All of the thematic elements from Tomb Raider, including the choir segments, were present in the new score.

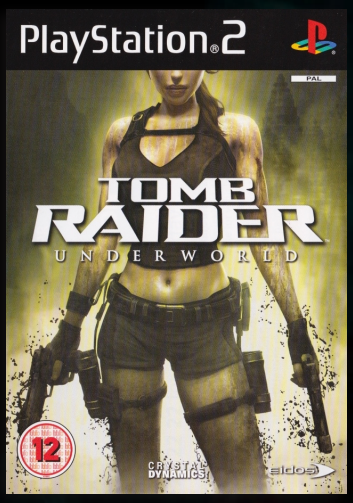
Crystal Dynamics co-developed the PS2 version with Buzz Monkey Software. During development, Crystal Dynamics wanted to push the PS2 version to its technical limits with the scale and quality of environments, which caused problems for the PSP conversion as this was at odds with designs that would run smoothly in the console. While the conversion was successful, LaMar described the process as *"primarily a brute-force approach"*. Anniversary was originally planned only for PC and PlayStation platforms as they had a long association with Tomb Raider. Due to fan demand, the team created an Xbox 360 port.

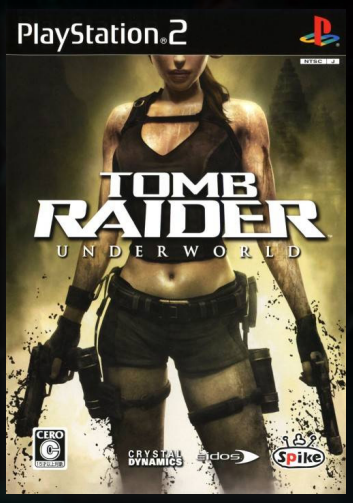
Upon its release, both the PC and PS2 versions topped their respective charts in the United Kingdom. Speaking in September of that year, Eidos parent company SCi Entertainment stated all profits for that period were created by the success of Anniversary and Hitman: Blood Money. As of 2009, the game has sold 1.3 million copies worldwide. This makes Anniversary the worst-selling Tomb Raider game to date (2019).

Anniversary received positive reviews following its initial release on PC and PS2, with many calling it a worthy remake of the original game. 1UP.com's Joe Rybicki called the game "*a damn fine homage -- and a damn fine game in its own right*". Eurogamer's Kristan Reed said that Anniversary merited a higher score than Legend due to its less linear structure and lower frequency of tutorials. GameSpy's Patrick Joynt praised the recreation and expansion of the original game's locations and gameplay, but faulted the camera control and some *"unforgiving"* puzzles. Ryan Davis of GameSpot greatly enjoyed Anniversary, calling it a further step in fixing the franchise following the success of Legend, though he faulted its unwillingness to experiment with the formula. Greg Miller, writing for IGN, praised the updated environments and controls, and despite problems with the graphics, found that it managed to capture the original game's spirit. Reviewers generally recommended the PC version over the PS2 due to lower quality graphics.

5.3







JNP

Tomb Raider: Underworld

Developer	Crystal Dynamics
Publisher	Eidos Interactive, (jp) Spike
Release date	(eu) January 23, 2009
Genre	Action-adventure
Mode	1 Player

Tomb Raider: Underworld is the eighth instalment of the series and was released for the Xbox 360, PS3, Wii, Nintendo DS and Windows. A PS2 port was released later. It is the third game in the series to be developed by Crystal Dynamics and is also the first Tomb Raider game to be released on the PS3, and the last Tomb Raider game to be released on the PS2. It is also the final Tomb Raider game to be released by Eidos Interactive; the rest of the series would be published by Square Enix after it acquired Eidos in late 2009.

Underworld concludes the story of Lara's search for her mother who is supposedly trapped in a place called Avalon. Continuing the events from Tomb Raider: Legend and Tomb Raider: Anniversary, her search brings her once again to locations around the globe from the Arctic to the Thailand and to the bottom of the Mediterranean Sea. At the same time the game continues to explore the idea of monomyth, this time incorporating the influences of the Norse mythology into its narrative.

The basic gameplay remains the same as in most of the previous iterations of the series with the focus on exploring, solving riddles and dodgy climbing passages instead of instant action and gun fights. Lara's environment reproduces a more "interactive world that reacts and remembers", such that footprints left in the mud or mud transferred to Lara's knee from kneeling on the ground is washed away by rain, the bodies of the foes she encounters remain where she killed them, and any destruction to the environment she causes is permanent. According to creative director Eric Lindstrom, this is *"to not only reward the player for the effect they're having on the world, but to give them navigational aids."* The game uses an animation blending system that allows Lara to interact dynamically with her environment, such as pushing foliage aside with one or two hands, depending on if she is carrying a weapon. It also features a *"hybrid lighting model that combines dynamic lights with carefully created light maps"* and a weather system that changes the environment, for example, *"If Lara's negotiating a wet ledge she's more apt to slip or lose grip,"* which makes *"the environment [...] her adversary"* for a large part of the game.

Lindstrom explained that they integrated the elements of climbing, shooting and puzzle solving. This instalment also features a new melee combat system, requiring Lara in some instances to use *"direct combat and evasive manoeuvres to distance herself from her attacker"*. Notably, Lara's bike, among other things, is a key component in solving the puzzles she will encounter in her adventure. Pick-ups have multiple uses as weapons and tools in interaction with the environment, and Lindstrom stated that Lara *"can also split up her guns and fire at two different targets simultaneously,"* or hold an item with one hand and fire a gun with the other. The grappling hook can be stretched taut and used to pull objects off ledges, illustrating what project lead Rob Pavey said, that *"Lara will be able*

to do anything that you'd expect her to be able to do," which he called *"the big theme this year."* Lindstrom describes this as *"a philosophy called 'What Could Lara Do?'—WCLD. It's short-hand for having the player be able to use their own intuition about what someone with her abilities should be able to do in an environment such as this, and consistency across the different mechanics and abilities. If she can throw a grenade, then if she can pick up this pole, why can't she throw it?"* Crystal Dynamics also made the game non-linear, offering elaborate multi-stage puzzles.

Another new design element was the *"adrenaline moments"*. Instead of specific button presses, time slows down and gives the player a chance to get out of harm's way while retaining complete control of Lara.

Tomb Raider: Underworld was developed by Crystal Dynamics and published by Eidos Interactive as the final Tomb Raider title to be published under the Eidos Interactive label prior to its purchase by Square Enix. Different versions of the game were developed by Crystal Dynamics, Buzz Monkey Software, Nixxes Software and Santa Cruz Games, all published by Eidos Interactive.

Lara's costume was redesigned and she no longer wears her trademark turquoise sleeveless top and khaki shorts, but instead, a dark brown halter top and black shorts. Additionally, her hair is no longer braided, but worn in a ponytail. Olympic gymnast and NCAA Women's Gymnastics champion Heidi Moneymaker was the model used for motion capturing. Keeley Hawes provided the voice of Lara in this instalment, as she did in Anniversary and Legend. Gymnast Alison Carroll was selected as the new official Lara Croft model to promote the game, replacing Karima Adebibe.

On 9 January 2009, Eidos announced that Tomb Raider: Underworld sales failed to meet expectations, selling 1.5 million copies worldwide as of 31 December 2008. However, on 27 February 2009, Eidos announced that the game had sold around 2.6 million copies worldwide. Also, on 8 May 2009, Ian Livingstone, President of Eidos Interactive, said *"Underworld has met our target expectations"*.

Tomb Raider: Underworld received generally positive reviews from critics. The Xbox 360, PC and PS3 versions of the game were generally highly praised, with many critics comparing Underworld to older titles in the series.

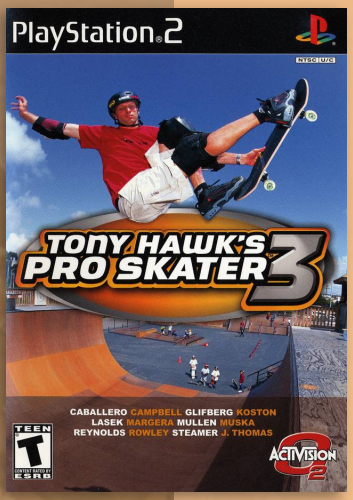
However, the Wii and PS2 versions received mostly mixed to negative reviews. IGN commented the Wii version *"is not a bad game"* but went on to say *"The whole thing has been oversimplified and dumbed down. The Wii puzzles are a joke, the combat is almost nonexistent, and the game is pretty short."*

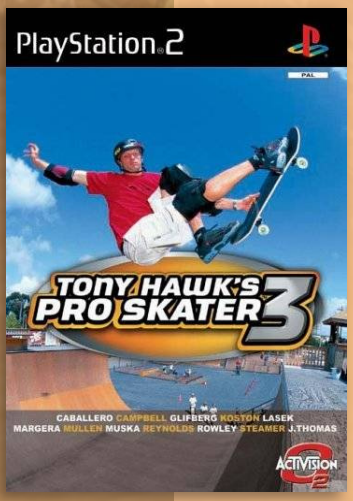
While the PlayStation 2 version was called *"an embarrassment to the franchise"* by IGN. They went on to say that the version was such a poor conversion that it shouldn't have even been released, saying *"Full of bugs, linear play that discourages exploration and non-existent combat, Tomb Raider Underworld feels as though it's part of the series in name and main character only."*

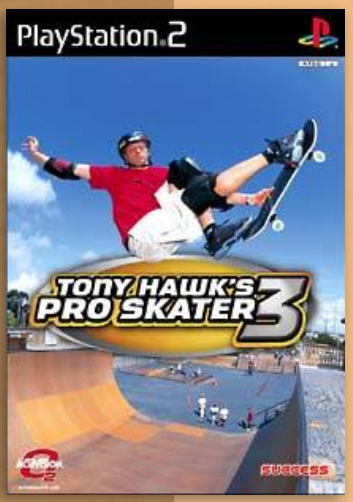
Prior to the game's release, Eidos attempted to prevent any reviews rating the game at less than 8 out of 10 from appearing, with an Eidos spokesman stating *"[t]he brand manager in the US that's handling all of Tomb Raider has asked that we just manage the scores before the game is out, really, just to ensure that we don't put people off buying the game, basically."*

Tony Hawk's Pro Skater 3

9.7







J N P

Developer	Neversoft Entertainment
Publisher	Activision, (jp) Success
Release date	(us) October 28, 2001
Genre	Sports
Mode	1-2 (4) Players

Tony Hawk's Pro Skater 3 is a skateboarding game in the Tony Hawk's series. It was released for the PS2, PlayStation, GameCube, Xbox, Windows, Nintendo 64, Mac OS and handhelds.

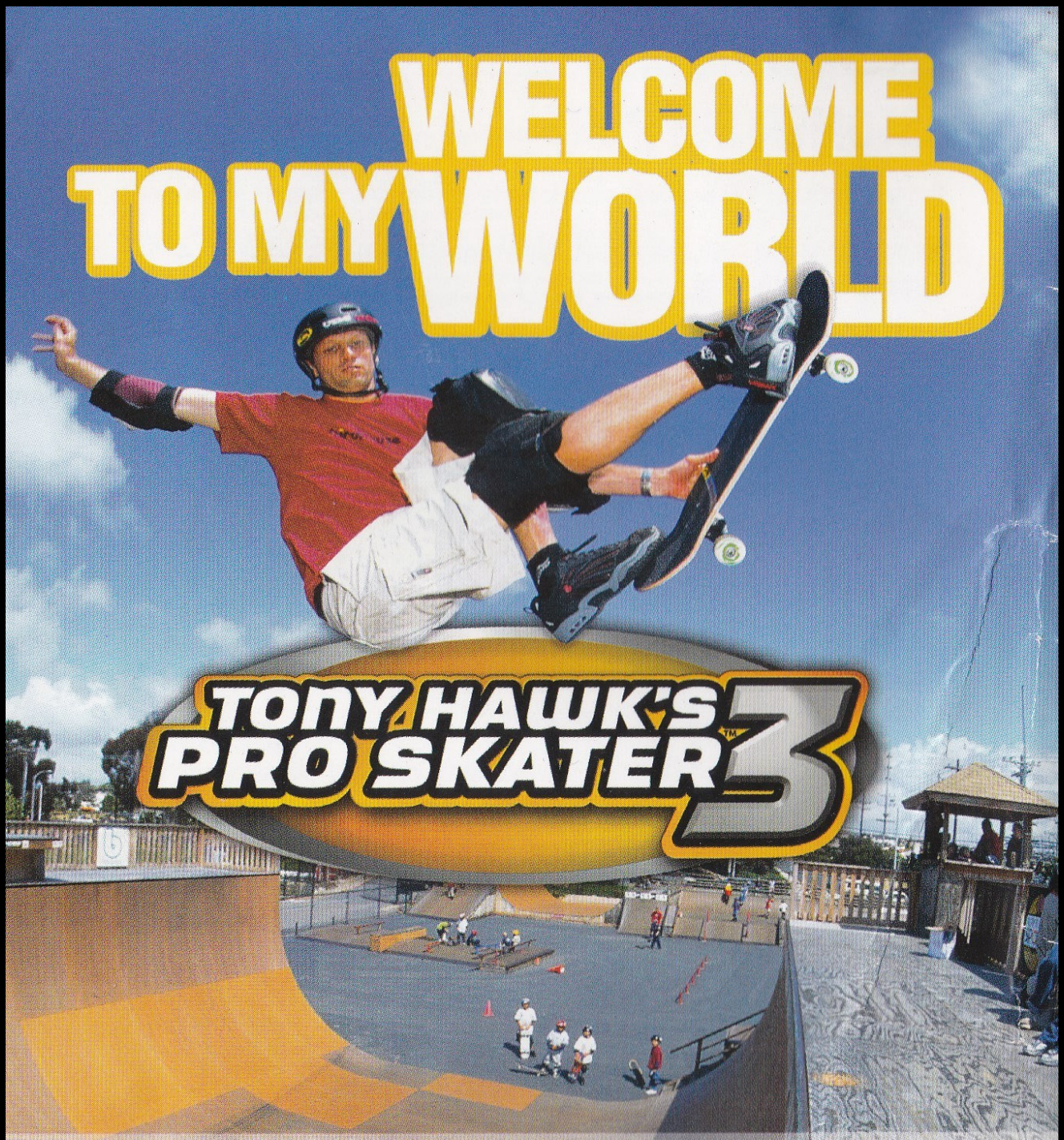
This game saw the introduction of the revert, a trick that enabled vert combos to be tied together with a manual, by tapping a button when landing in a quarterpipe. This allowed for much longer combos than in the previous two games, where landing in a quarterpipe would finish a combo. The game also added hidden combos. These were variations on standard tricks that could be performed as grab, flip, lip, or grind tricks. For example, double-tapping the kickflip button would, naturally, make the character perform a double kickflip. This system would later be refined in Pro Skater 4.

The game stood out in the franchise for being the first title to have online capabilities. Users could connect directly to other players online on the PS2 version—even prior to the launch of the network adapter, with a USB Ethernet adapter. Due to the shut down of most Sony servers the game is no longer playable with others online, except for via programs like XLink Kai or through websites that allow users to play online through a DNS. The PlayStation and Nintendo 64 versions run on the Pro Skater 2 engine, with a different revert animation that is the same as the PlayStation version of Pro Skater 4.

The Xbox version had an improved framerate over the PS2 and GameCube version, also including an exclusive level, the Oil Rig.

Combined sales of Tony Hawk console games released in the 2000s reached 10.7 million units in the United States by July 2006.

The PS2 version earned a rare perfect 10 score from GameSpot, one of only fifteen games to ever receive said score, *"Probably because of the freedom given in this game."* It was also awarded the best sports game award at E3 2001. The game is currently the top rated PS2 game on Metacritic, with an average score of 97/100, tying with Grand Theft Auto III.



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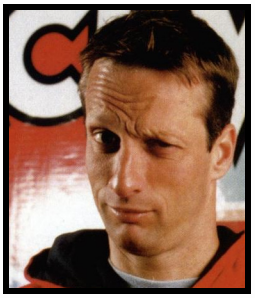
Tony Hawk

by: Peter Jankulovski@PlayStation 2 Official Magazine (AU) 2002 April #01

The man hardly needs an introduction, becoming virtually a household name in the unprecedented leap from real life into videogaming.



Fans of the sport consider him a living legend. For the uninitiated, his hard work and dedication has made him a household name in the world sport scene, compared with the likes of Michael Jordan and Tiger Woods. PlayStation 2 owners were recently treated to one of the most acclaimed video games to be released on the console, bearing his name. And he's a nice guy to boot.

Tony Hawk enjoys an almost mythic status on the skateboarding scene, if this recent visit to Melbourne for the Globe World Cup Skateboarding Championships way any indicator. While he did not compete, his legion of fans were there in droves to witness an exhibition of his gravity-defying moves on the half-pipe, many of which would have been considered impossible only a few years ago, had he not invented them.

"I never set any specific goals for myself", explains Tony, "except for tricks, so there are still tricks I want to learn. As far as skating and videogames go it's been a blast, how popular everything has gotten. But at the same time, my focus is skating. I just wanna get out there and ride, like tonight. Everything else is sort of incidental and has been a blast. But I don't want to lose sight of why I'm here, and, so, I just continue to skate."

While these days he manages his extremely successful Birdhouse skate brand and has a slew of sponsorship arrangements, Tony has not lost sight of his humble beginnings in a sport which was recognised as little more as some alternative, rebellious event all those years ago.

"You didn't even earn a living when I started as a pro. I turned pro in, lets see, it was 1983-84, abd a pro contest first place was $150, and a those were few and far between. And I got monthly royalty checks, for like $4. So it wasn't a career choice, it was just a title you held. But I had reached the top of the amateur circuit and the progression was to turn pro. I didn't care, I was just happy that I got to keep skating and that I actually had a sponsor, coz all the skate companies were going out of business. It wasn't a career choice, like it could be now. If someone decided to turn pro, they're going to make an income. But I was only 14, I had a paper route..."

Tony Hawk has been instrumental in many other areas aimed at increasing the profile of his chosen profession. His return to the community has been invaluable in nurturing new talent has made him a legendary household name.

"I started a foundation, Tony Hawk Foundation, actually, that's why I'm down here. Globe, Hardcore and Activision have donated money to the foundation, as an appearance fee. That's where my appearances fees go and the foundation gives grants to start public skate parks in underprivileged areas..."

As if he hasn't done enough to bring the world of skateboarding to the masses through the success of the video games, his other plans are just as likely to continue to increase the popularity of skateboarding in the mainstream, as Tony Hawk describes:

"The only thing that I really have been working on that I feel like would be fun and would bring our type of skating to bigger audiences is to bring in our own ramps, and its like, its not a competition, it's like a stunt show basically."

Of course, it's Tony Hawk the video gamer who's captured the imagination of an unsuspecting public. Being a gamer at heart, Tony attributes a lot of his rise to fame, to his involvement with the Pro-Skater games published by Activision.

"It was excited to work on a game, because i'd always been into video games, and any game that involves skateboarding. I used to play 720 for hours, and I bought a Commodore 64 because Skate or Die was available for it. When I got the opportunity to work on a game, I was just excited to get something out there that had the right direction. They got skaters involved in early stages of the game, whereas the other ones were just king of more eccentric, more cheesy as far as what the goals were. I just figured skaters would enjoy it and that would be the end of it. But it took off way beyond anything i'd ever expected."

Tony Hawk's involvement with the video games delves much further then lending his name and image to the cover. In fact, his game development knowledge is second to none, and his continual

involvement in the development process can be attributed to almost every feature that has made the game series as successful as they have become.

"When we start the process, I get the builds", describes Tony. "Neversoft usually puts up a build on FTP and I download it every 2 weeks or so, and play it and make suggestions, just basically like a beta tester [laughs]... But also along the lines of trying to get new places, new tricks involved. There's a lot of work behind them, and there's a lot of technical things that skaters really see... Neversoft, they put their heart into it and half of them are skaters now, so it's a lot easier to deal with."

Riding high on the success of the games, Activision has already announced the inevitable follow-up in this immensely successful series. Not surprisingly though, given the nature of the video games industry, Tony is careful not to give too much away when quizzed on the highly anticipated 4th game in the series, due out for the PS2 and other platforms the first half of 2003.

"We're working on it, yeah. We want to get the motion a little cleaner so... Kinda taking a couple of steps back, but it's gonna be worth it. And we've got some ideas for sports and different style of gameplay, but along the same lines of what it has been. We don't just wanna make it like a whole new set of levels and goals, but make it more interesting."

Even with all the success on and off the skate park that he has achieved over his colourful career, Tony Hawk still remains as much down-to-earth and approachable as the skater kid living next door. In fact, he almost appears surprised believing in something that he is overjoyed to be able to do. "Yeah its shocking" he admits, "but its weird because I always believed in it... it feels like it's about time people appreciated pro skating and what we're doing. Because that's what I've been living the whole time and I couldn't understand why it wasn't more recognised. But at the same time I didn't set out to make it recognised, it just sort of all evolved."

While visiting Melbourne for the Globe World Cup Skateboarding competition, The Official Australian PlayStation 2 Magazine was lucky enough to catch up and chat exclusively with Tony Hawk on the recently released Tony Hawk Pro Skater 3, on his involvement in the game and the future of the series!

First of all, can you tell us a little more about your role in the development of THPS3 in terms of the tricks and combos found in the game?
I Just provided as much reference material as I can, with locations and with tricks, and work closely [with the developers] to try and get the animations right. And then play it every step of the way and make suggestions as I go.

Speaking of the locations, how do you feel about the realism, compared to the actual real locations and how much input have you had with that?
Yeah, I think the locations are all very reflective of the real places, especially in the first game. Everyone recognised the spots immediately and knew what tricks had been done there, from magazines and things like that, but it's the fact that you can make your character go so much bigger that you are able to do stuff beyond what people have actually done.

Did you ever find that you had to tell the developers to hold back on certain moves, combos or features, where something wasn't realistic enough, or did it happen the other way around, perhaps?
Well, there's been a couple of times when we really wanted to do something and it just didn't work in that incarnation. Like, the first game I wanted to have a loop and we just couldn't figure out the gravity for it, but then in the second game we did it. There's been times when, usually it was for a time crunch, something wasn't going to work because they didn't have the time to get it right. But inevitably, it happens in the next game.

How do you feel about the realism depicted in the game? Do you think that they've reached a right balance between it being a simulation and being something that is over the top and more appealing to a wider spectrum of gamers?
I think so, yeah. I mean if you make it too hard, then its like skateboarding, and you might just get too frustrated with it and you don't know what you're doing. But I think that it has so many levels to it as far as degree of difficulty and building up your character that you can ride the levels as if you're really skating or you can go to that, sort of other extreme and do crazy, three-story drops.

What are some of the new features in THPS3 that you particularly like, and is there anything left out which you would have liked to have in there?
Um, not much left out. I think the best features are, well from being a vert skater, the revert feature was great, because you can go up a quarter pipe and come in back into a manual and keep doing a combination trick, which you couldn't do in the other games. And I was always riding the quarter pipes for

the most part. But the other feature I really like on the PS2 is the online feature. That's a lot of fun!

Have you played it online yet, with random gamers?
Yeah, yeah, especially when it came out, I was playing it. It was fun.

Do you tell them it's the real tony Hawk that they are playing against? Do you find that they believe you?
Um, not really because then no-one wants to play any more, they just wanna talk to me, so... [laughs] Well, a couple of times I went out and I just used my [initials]... I was always TH when I played it with Neversoft, so I would go out with my screen name as TH and then they'd be like - "Are you really him?", "Yeah...", "Well, prove it!!", and I'd say, "Well, ok, how do I prove it??" But it was fun in the beginning because I was playing with Neversoft as we were developing it and those guys are all playing it all day long so they're all kicking my ass when we're online. But then when the game finally shipped, all these newcomers got online, and I finally got to beat some people! [laughs]

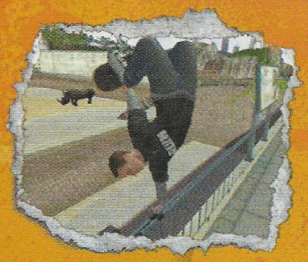
Did you ever think that the series would achieve the amount of success that they have, especially in the mainstream, away from skateboarding fans? Why do you think it's been so well received?
No, I never thought it would be that big. I think people really like the playability of it, in terms of being able to keep coming back to it. But you know, even if they finish the level there's new ways to score, there's new gaps to find and they just like the fact that you can keep it fresh. And there's not a lot of gamers that, once you finish them, are fun to keep playing.

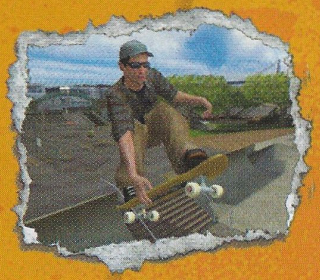
How do you feel about all the other "me too" games that have come out on the market. There have been a lot of copies out there, so to speak?
Well, its great that it's finally a genre, you know, it's not like its just some fringe. And I like the fact that there are other ideas out there. I try to play them somewhat, but inevitably I just wanna play the one we know, that we've done, because I know it so well.

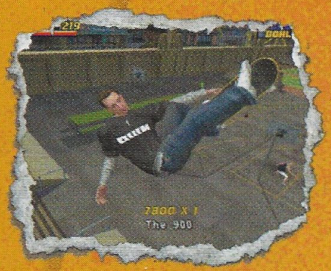
We know that you like video games; can you tell us what other PS2 games you play in your spare time, apart from THPS3, obviously?
Umm... Lets see... SSX Tricky... and Grand Theft Auto and, um... what was the last game I really played... gosh, I can't even remember... Oh, that ATV... yeah, that was a good game!!!

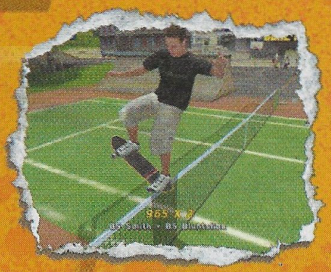
Can you tell us anything more about Tony Hawk 4, and what we can look forward to?
No!! I can't [laughs] They'd kill me every time I'd say anything about the games that are coming out until they'd send the press release, so... all I can say is that its gonna have better animation.

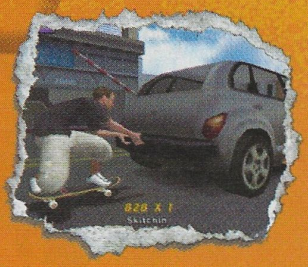
DROP IN TO THE ULTIMATE CHALLENGE











TONY HAWK'S PRO SKATER® 4

- explore enormous levels
- interact with the environment like never before
- new challenging goals and objectives

TEEN T CONTENT RATED BY ESRB

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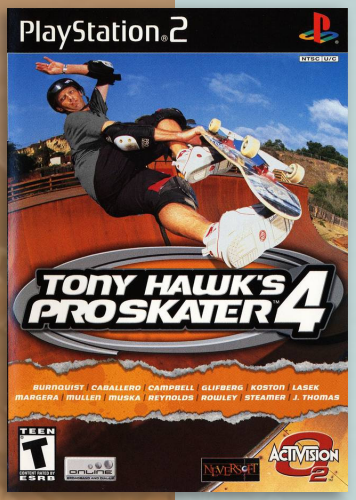
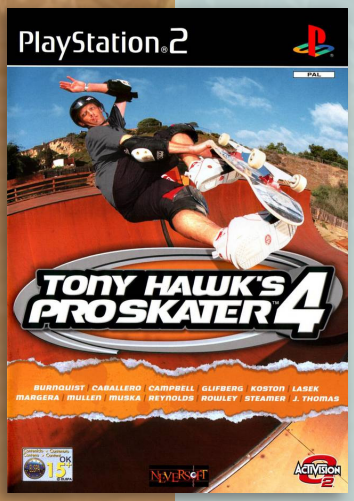
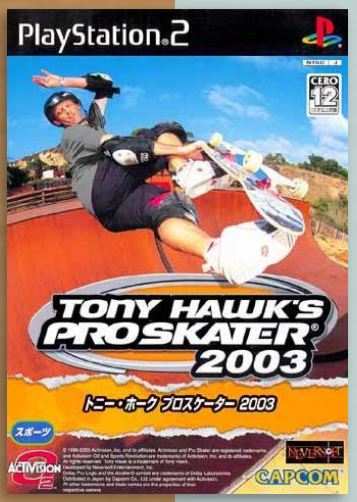
Tony Hawk's Pro Skater 4

9.4







J N P

Developer	Neversoft Entertainment
Publisher	Activision, (jp) Capcom
Release date	(us) October 23, 2002
Genre	Sports
Mode	1-2 (8) Players

Pro Skater 4 is a departure from the previous three games' Career mode, in which the player had a set amount of time in order to find and complete goals. THPS4 instead featured a Career mode more similar to Free-skate mode, in which there was no time limit to explore the level, the goals are usually offered to the player to attempt by characters found in the level.

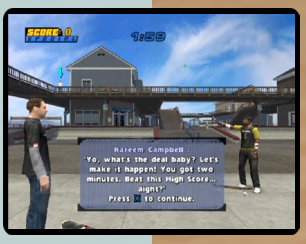
The game builds on the success of the gameplay in the previous games in the series. All of the combos from the previous game make an appearance, as well as some new tricks that can be performed to better navigate parks and areas. New to the game is the spine transfer, in which the player can transfer between quarterpipes connected back-to-back, or otherwise self-right themselves to exit quarter-pipes or prevent bailing should they fly off them. The game also features skitching, which lets skaters hang off the back of moving vehicles.

The "hidden combos" for turning some tricks into slight variations in Pro Skater 3 turned into a standard feature, albeit not as advanced as the system would turn out in the next game in the series, where it was finalized. Also included was the ability to do grind and lip extensions by tapping a direction and grind while grinding or lipping, which can also grant the player bigger combos as they can do a grind extension into a special move.

Additionally, the player can unlock four other playable characters; Jango Fett from Star Wars, Eddie, the ubiquitous mascot from Iron Maiden, Mike Vallely, who is a professional skater and wrestler, and Daisy, a female skater visually based off actress and voiced by Jenna Jameson.

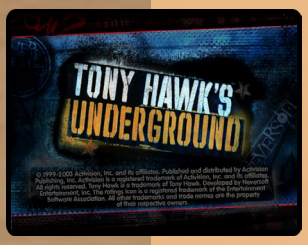
With broadband, a room of up to eight people can be hosted. With dial-up, a room up to three people can be hosted. Players with either connection can join any room.

The game received critical acclaim. The PS2 version received the highest score from IGN, with a 9.3/10, commenting that though the graphics haven't changed from its predecessor, the maps are much larger than in THPS3, along with praising the increased difficulty.



Tony Hawk's Underground

9.0



Developer	Neversoft Entertainment
Publisher	Activision
Release date	(us) October 27, 2003
Genre	Sports
Mode	1-2 (8) Players

THUG is the fifth game in the series, and the first game to have a true career mode. Players begin the game as a local skater. After seeing a flyer for a pro who's coming to the city, The protagonist goes to the skate demo and watch. Afterwards, the skater try to impress Stacy Peralta, and she gives the skater advice on how to go about becoming a star. With the friend, Eric, the skater is now on the way to becoming a legend. Real-world professional skateboarders contributed their experiences to the plot.

THUG takes players to various cities to perform different goals. They begin in New Jersey, which acts as a sort of training stage, where goals are simple. Eventually, they'll visit Manhattan, Vancouver, Moscow, Tampa, San Diego and Hawaii. Most cities are split into different chapters, with each chapter opening new goals.

THUG introduces a new system; walking. Players can get off their skateboard to run or walk around the level. If there's a high tower they want to jump off of, they can get off their board, climb to the tower (by climbing a ladder or shuffling across a wire), get back on the board, and jump down. One of the new tricks associated with this is the Acid Drop, which can launch players off an opposing pipe, allowing them to pull off 1080's and up.

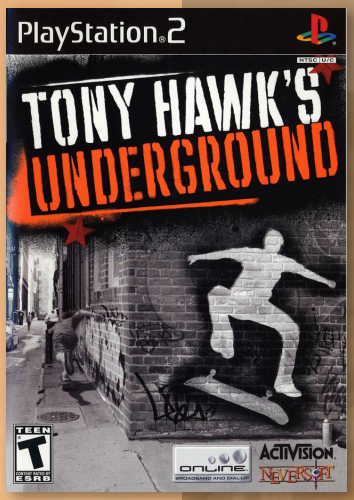
Also new to THUG is the ability to drive certain vehicles, like a gardener's truck, a sports car, or a leaf blower. These are used for goals, but can be unlocked to drive whenever and wherever.

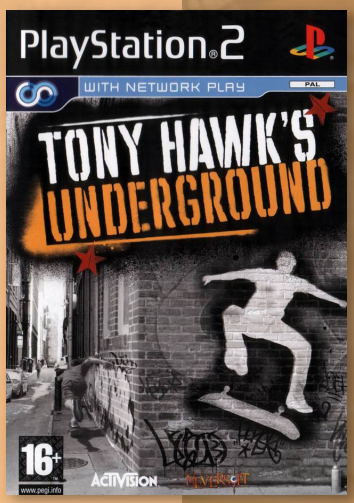
Next to the standard Create-a-Park and Create-a-Skater, players can now create their own decks and their own tricks. The biggest feature is Create-a-Goal. Players can create custom goals for one of the levels (or their own), and choose what pedestrian will give it to the player, his/her dialogue, and what they'll say when the player win.

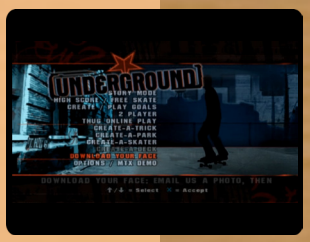
The PS2 version supports online play.

Upon release, the game was a major critical and commercial success, with reviewers praising its wide appeal, soundtrack, customization, multiplayer, and plot.

"mobygames.com"

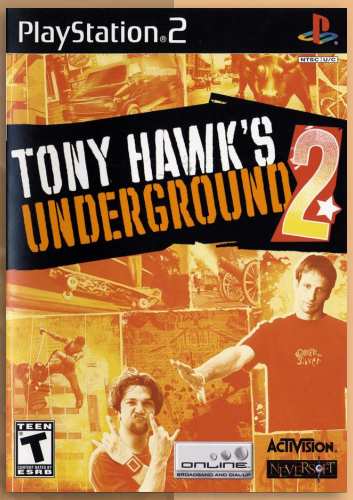


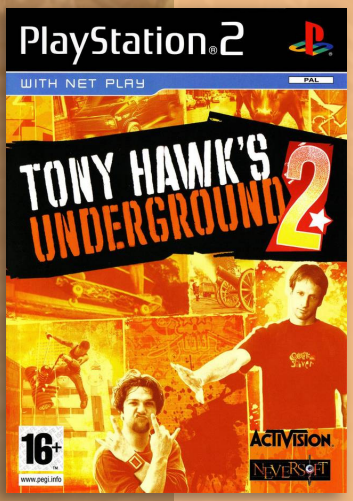




Tony Hawk's Underground 2

8.3





Developer	Neversoft Entertainment
Publisher	Activision
Release date	(us) October 4, 2004
Genre	Sports
Mode	1-2 (8) Players

The gameplay in THUG2 is similar to that of previous Tony Hawk games: the player skates around in a 3D environment modeled after various cities and attempts to complete various goals. Most goals involve skating on or over various objects or performing combos. New gameplay features include the Focus ability, which the player may trigger with a full Special gauge to cause time to slow down in order to help keep up their combo (by allowing greater control of their grind balance, for example); the Natas Spin, which can be performed on small surfaces like pillars or fire hydrants; and the Freak Out, which serves as another combo starter by having the player fill a gauge after certain bails, which will result in them angrily disposing of their board before continuing their session. In addition, the Wallplant maneuver was repurposed as the Sticker Slap.

Many levels return from previous games, including an expanded Warehouse (which also serves as the Story Mode's training area), School and Downhill Jam from Tony Hawk's Pro Skater, Canada, Los Angeles and Airport from Tony Hawk's Pro Skater 3, and Philadelphia from Tony Hawk's Pro Skater 2.

A classic mode was added to Underground 2, which allows players to skate through both new and remade classic levels in the traditional 10-goal, two-minute time limit mode that was present in Pro Skater, Pro Skater 2 and Pro Skater 3, complete with the stat points scattered all around the levels. In classic mode, the player chooses from one or two levels in which to attempt to complete enough goals to advance. All of the "remade" levels are accessible only through "Classic Mode" although once unlocked, it is possible to use them in any mode except "Story Mode".

The game received generally positive reviews from critics. The plot received mixed comments. Some critics noted that the gameplay had not been significantly upgraded from Underground, but the aesthetics were generally well received.

Tony Hawk's American Wasteland

7.7

Developer	Neversoft Entertainment
Publisher	Activision
Release date	(us) October 18, 2005
Genre	Sports
Mode	1-2 (8) Players

THAW is the seventh entry of the Tony Hawk series. It was released for GameCube, PS2, Xbox and received a port for Windows.

In the additional to the Collector's Edition, two exclusive characters and two exclusive levels have been added, this also includes a "Making of Tony Hawk's American Wasteland" document.

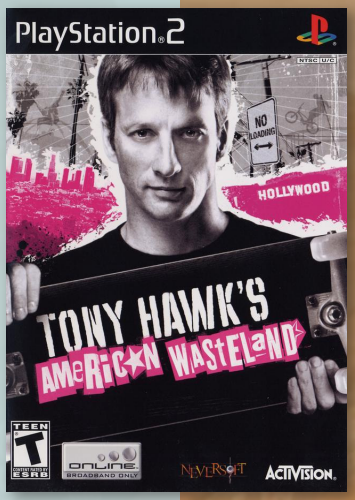
THAW is the first game in the Tony Hawk's franchise that advertised and allowed the possibility for players to play in one vast level via story mode, which connects a number of levels without loading times in between, along with also being the first game in the series that allows to freely commandeer stray bicycles and perform freestyle BMX techniques similar to skateboarding. A new maneuver, the Bert Slide, was added to skateboarding controls.

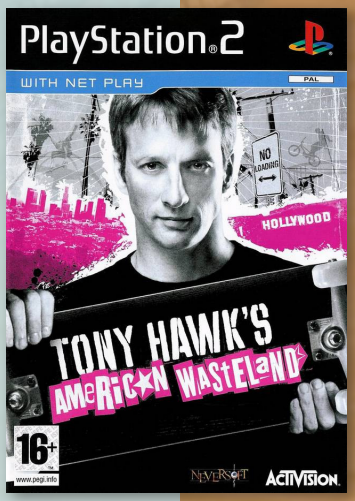
Old features were also kept like Create-a-park, which dates back to the Pro Skater series. Missions are still acquired by going up to random people or friends and accepting the mission they want players to run.

The game also includes a multiplayer mode and co-op for up to 2 players.

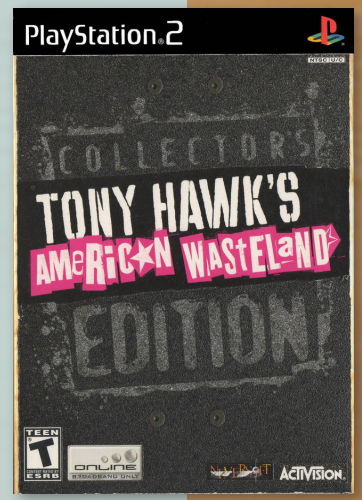
The game received generally positive reviews, with the general consensus being that the advertisement of Los Angeles being *"one big level"* as opposed to the previous games' series of levels was false, since the *"one level"* was a series of levels accessible from one another via bland corridors that simply masked the necessary loading times. Many critics also noted the general lack of evolution in the series, although many saw this as a good thing since the original gameplay was so popular to begin with and didn't need unnecessary tampering.

Many critics praised the game on its story. Chris Roper of IGN praised Neversoft's decision to *"go back to its roots and make a game about skating"* as opposed to *"the chaos and destruction of the Underground games."*





Limited Edition (us)



Tony Hawk's Project 8

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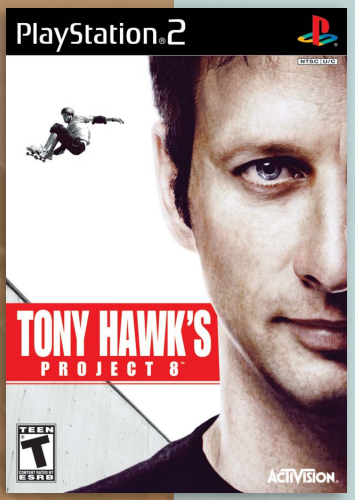
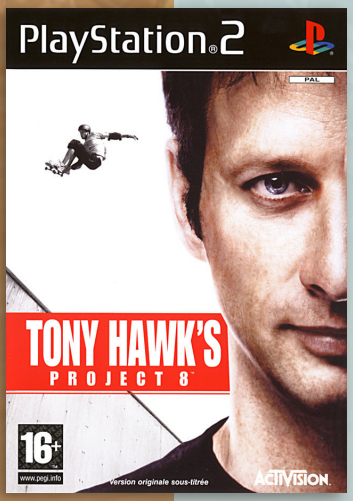




Developer	Shaba Games
Publisher	Activision
Release date	(us) November 7, 2006
Genre	Sports
Mode	1-2 Players

THP8 is the eighth installment in the series. It was released on PS2, Xbox, Xbox 360, PS3, and PSP. It also complements the release of Tony Hawk's Downhill Jam, which is conversely available on Nintendo systems.

The game begins in the custom skater's hometown in Surburbia. After breaking out into the main streets, a team is created by Tony Hawk. The team is called Project 8 and comprises eight skaters. The player character starts ranked 200th and by completing challenges and goals, it will improve the ranking constantly.

Chances to rank up come in various different ways now. There are spray painted lines located throughout the city to mark a type of goal. Weather it is grinding a certain distance, completing Natas spins, keeping the balance while doing a manual for a certain time and distance, point combos, and trick combos. Also players can obtain missions via random strangers located throughout the city.

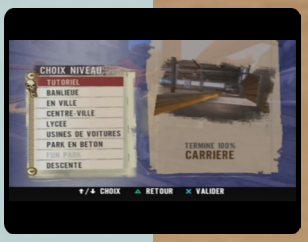
Players can also earn Stokens by performing tricks to impress the locals that can be found wandering around the city. Players can use these Stokens to buy additional clothing, haircut styles, shoes, tricks, and boards from the store.

New to this game is the slow motion "Nail the Trick" mode where the focus is placed on the skater's feet and the movement of the board can be controlled with both of the analog sticks to build up a huge combo score!

The PSP version includes 14 multiplayer modes and 8 classic levels. The PS2, PS3 and Xbox version do not support online multiplayer.

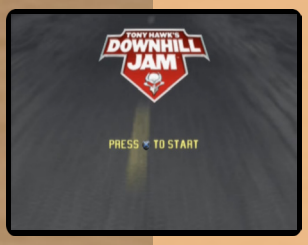
The game has been met with mostly positive reviews. It was especially the subject of praise for its "Nail the Trick" mode and graphical enhancements (it has, however, received criticism for the removal of several key features).

Criticism has been aimed at the versions of the game on all Sony systems (PSP, PS2, PS3) which all lack any online multiplayer functions.



Tony Hawk's Downhill Jam

5.9



Developer SuperVillain Studios
Publisher Activision
Release date (us) May 8, 2007
Genre Racing, Sports
Mode 1-2 Players

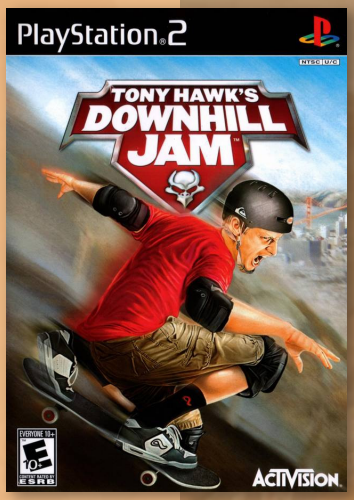
THDJ is part of the Tony Hawk's series. The game was a launch title for the Wii, and is also available for the Nintendo DS, Game Boy Advance, and PS2. The game was a timed Nintendo exclusive, before it was ported to the PS2. The game is named after the level "Downhill Jam" from the first Pro Skater, and accompanies the release of Tony Hawk's Project 8, which is conversely available on non-Nintendo systems.

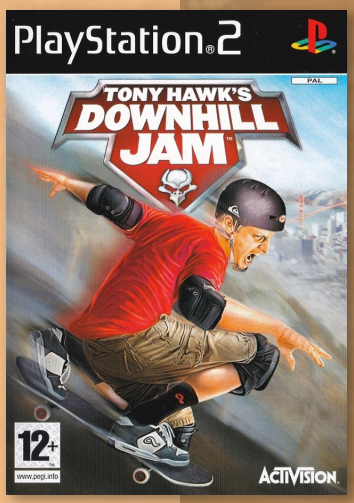
In its story, the player recruits skaters into Tony Hawk's skate crew and battle a rival crew run by Antonio Segul (a reference to Tony Hawk, being a bird's name, and A Flock of Seagulls), an "old school" skater trapped in the 80s. To recruit the skaters, they must beat various challenges before challenging that particular skater to one of 3 events to earn a medal, and the skater him/herself. The story of the DS version can be treated as a sequel to American Sk8land, as the skatepark featured in Downhill Jam's opening and closing cutscenes is American Sk8land, the decrepit skatepark from American Sk8land. The story mode is only available in the DS version, while the Wii version has "Downhill Challenge".

As a departure from Neversoft's Tony Hawk games, Downhill Jam emphasizes gaining speed and racing opponents, as well as competing for high scores and completing goals. This is the only racing title in the series.

Players aim straight downhill at high speed through 7 open locations, such as Machu Picchu, San Francisco, Rio de Janeiro, Edinburgh, Hong Kong, among others. As in older Tony Hawk's games, there are game modes for high scores and completing goals, but the high-speed racing mode forms the crux of the game. Tricks are used in part to reach secret and alternate routes, although revert and manual tricks are absent. This formula is similar to that used in the SSX series of snowboarding games.

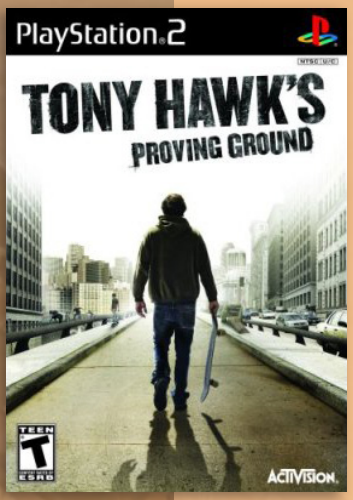
The reception has been mixed. The DS version is the most well-received one among the three, followed by the Wii version and the PS2 version according to Metacritic.

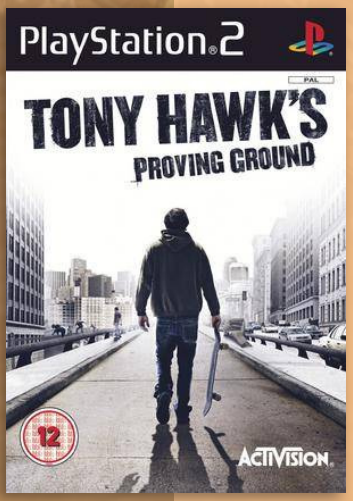




Tony Hawk's Proving Ground

6.5





Developer	Page 44 Studios
Publisher	Activision
Release date	(us) October 15, 2007
Genre	Sports
Mode	1-2 Players

THPG is the ninth installment in the Tony Hawk's series, and the last to be developed by Neversoft as the franchise was then transferred to Robomodo. The game was released for the PS3, Xbox 360, Nintendo DS, PS2 and Wii. The Xbox 360 version in North America came with a demo of Guitar Hero III: Legends of Rock.

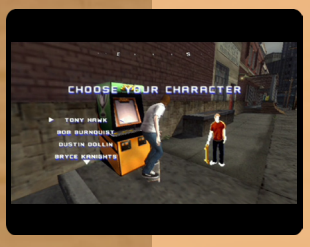
THPG can be seen as a sequel to THP8, this time letting the player be able to choose their own storyline by making different choices during the game with the ability to skate in Philadelphia, Baltimore, and Washington D.C.

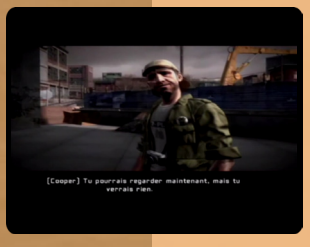
There are four different classes of skaters (Rigger, Hardcore, Career and Street), which influences the story's direction. It also features an expanded Nail-the-Trick system with moves such as Nail-the-Grab and Nail-the Manual, Bowl Carving, Aggro Push, Skate Checking, Climbing/Exploration, Environment Altering, and Rig-a-Kit.

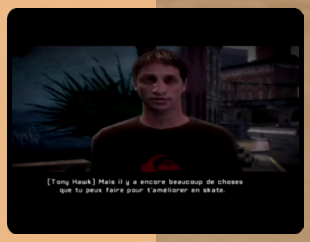
During the game the player can get advice from professional skaters to help mold their own created skater and learn new moves and tricks and has the ability to create their own skate park.

Unlike the Xbox 360 and PlayStation 3 versions, the PS2 and Wii editions do not offer online multiplayer but still share the main story. Gameplay is however much different on the PS2 using the analog controller while the Wii uses the remote and nunchuk during certain motions to pull off various tricks. There are also different characters in these versions.

Proving Ground was met with mixed to positive reviews upon release. Every platform recieved "mixed or average" by Metacritic. The PS2 and Wii versions were criticized for not having the same mechanics that are in the PS3 and Xbox 360 versions. The Nintendo DS version received generally favorable reviews from critics. Notably, the game received a 9/10 from the Official UK Xbox Magazine. The Official UK PlayStation Magazine awarded the game 7/10.

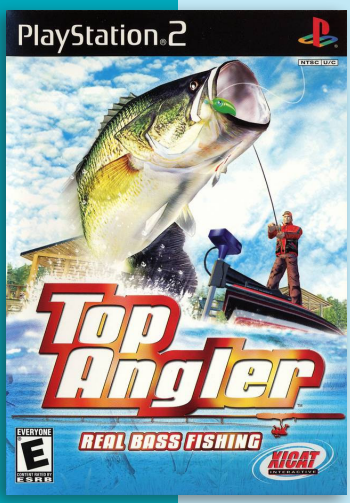






Top Angler

5.3



Developer	Sims
Publisher	Sims, (us) Xicat Interactive, (eu) THQ
Release date	(jp) March 7, 2002
Genre	Sports
Mode	1 Player

Top Angler is a single-player bass fishing game. The game features three lakes the lodge, the forest and the park which can be fished different seasons, times of day and weather conditions. The player starts with a minimal amount of lures for fishing on the top, middle, deep and bottom of the lakes and acquires more by competing in tournaments etc.

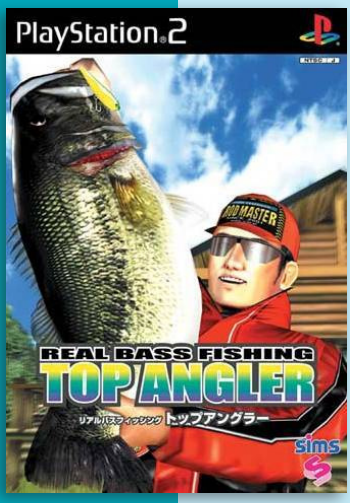
There are four modes of play in this game:

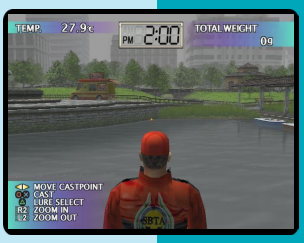
Tournament: there are four tournaments, the Top Angler's Open, the Bass Challenge Invitational, The Bass Master's Championship and the Top Angler's Autumn Trail. The player starts on the Top Angler's Open and plays through the remaining three. At the end of each tournament the player may win additional lures and other prizes.

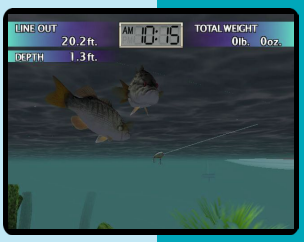
Arcade: The player must beat the course record on each in order to progress to the next.

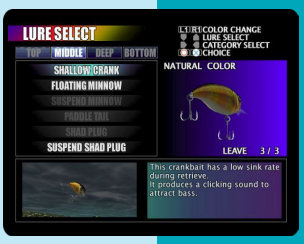
Challenge: there are nine challenges which can be played in any order, they are based on catching either specific fish, such as 'Catch three super big bass only' and 'Catch ten bass without catching a blue gill', or to quantity such as 'Catch a total of forty pounds of bass', or Catch five smallmouth bass'

The last is a Practice mode.









J N P

Top o Nerae! GunBuster

7.8

J

Developer	Shade
Publisher	Bandai
Release date	(jp) February 3, 2005
Genre	Action-adventure
Mode	1 Player

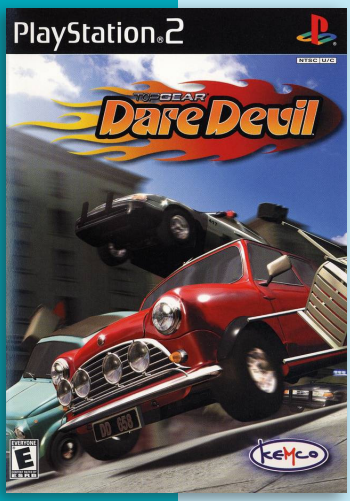
Toppo Nerae! Gunbuster is based on the Gunbuster anime. The game does not follow the events of the series, but instead tells a new story which builds on the themes of the original.

The game is divided into roaming adventure scenes in which defense pilot Noriko Takaya must converse with characters and collect items to advance the story, and action segments in which Noriko and Kazumi pilot the Gunbuster mecha.

"gunbuster.fandom.com"

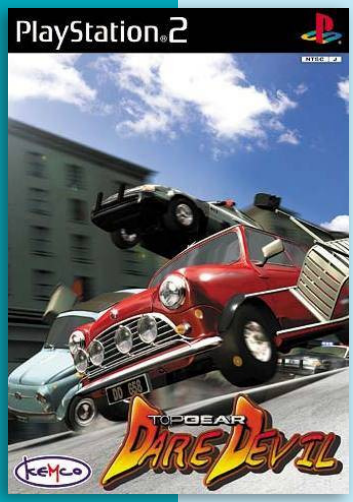
Top Gear Dare Devil

6.2



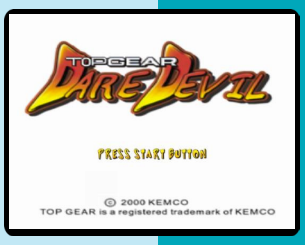
Developer	Kemco
Publisher	Kemco
Release date	(eu) December 8, 2000
Genre	Racing
Mode	1-2 Players

Dare Devil has players racing a collection of smaller car designs, like the Mini and VW Beetle. The 27 levels offered are based on real world locations (Rome, Tokyo, San Francisco) where the goal is to race through the streets, collecting dare devil tokens in order to progress through to the next stage. Bonus points can be made from crashing into obstacles on the sides of the roads, like bus stops and seats.



Players can also collect hidden keys and wrenches that offer extra lives and hidden stages, nitro boosts to give an extra dose of speed, and clocks to give players a little more time.

Top Gear: Dare Devil received "mixed or average" reviews according to Metacritic. GameSpot's Ryan Davis wrote that *"There is a good deal of potential here, but Top Gear Dare Devil's deeply flawed physics engine, lack of gameplay variations, and frame rate issues keep it in the shadow of Crazy Taxi and make it a game that you should avoid."* IGN also gave low marks, saying that the game is *"an acquired taste and is something that should be rented first before you decide to pick it up."*



J N P

Top Trumps: Dogs & Dinosaurs

6.6

P

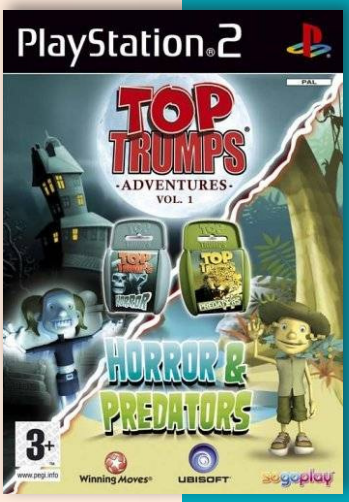
Developer	Ironstone Partners
Publisher	Ubisoft
Release date	(eu) October 12, 2007
Genre	Board
Mode	1-2 Players

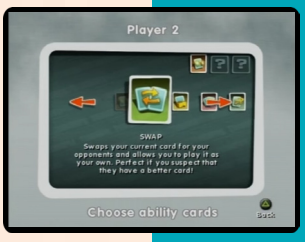
Top Trumps Adventures: Dogs and Dinosaurs is part of the Top Trumps Adventures series which is based on the Top Trumps card game first published in 1978. In game, each card contains a list of numerical data, and the aim of the game is to compare these values to try to trump and win an opponent's card.

In this release, the player assumes the role of one of two siblings, a girl named Bex or a boy named Matt. The gameplay revolves around playing virtual games of Top Trumps.

5.5

Top Trumps: Horror & Predators





Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) October 12, 2007
Genre	Board
Mode	1-2 Players

Top Trumps: Horror & Predators is another title in the PS2 Top Trumps Adventures series. The player assumes the role of one of two siblings, a girl named Bex or a boy named Matt. The gameplay revolves around playing virtual games of Top Trumps based on the Horror and Predators decks.

The game follows the same formula as Dogs and Dinosaurs, where the majority of the game is based on one-on-one battles between the two characters, one of which will be controlled by the computer. The game plays similarly to regular Top Trumps games, apart from the use of special powers and abilities. These are chosen at the beginning of each battle and can be used to gain an advantage in the game.

Top Trumps: Doctor Who

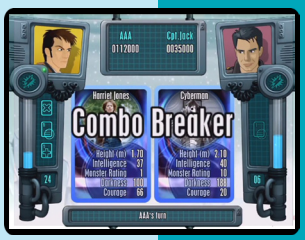
Developer	Rockpool Games
Publisher	Eidos Interactive
Release date	(eu) May 16, 2008
Genre	Board
Mode	1-2 Players

Top Trumps: Doctor Who is part of the Top Trumps Adventures series.

The game is set in the Doctor Who universe and features characters from the Tenth Doctor and Ninth Doctor's adventures including the Tenth Doctor, Martha Jones, Capt Jack Harkness, Dalek, Cyberman and Slitheen from series 1 to series 3 of the new series in the animation style of the animated stories "The Infinite Quest" and "Scream of the Shalka".

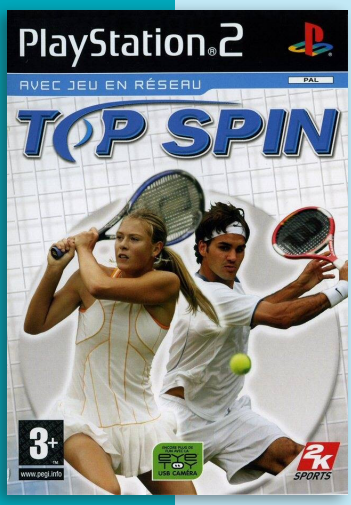
Players each receive a deck of cards and attempt to win all of their opponent's cards. Each card features characters or events from the Doctor Who universe and has statistics which define its strengths and weaknesses. Players choose which of these statistics will be higher than their opponent's card, the winner keeps both cards and play continues.

7.1



6.7

Top Spin



N P

Developer	Pam Development
Publisher	2K Sports
Release date	(us) September 26, 2005
Genre	Sports
Mode	1-2 (4) Players

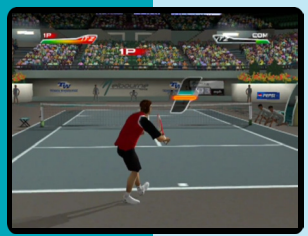
Top Spin is a 2003 tennis game developed by PAM Development and originally released for the Xbox as part of their XSN Sports brand. The game was later released for Windows and PS2.

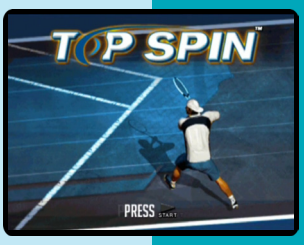
In Top Spin, players select from various game modes including singles matches, doubles, exhibition tournaments, a career mode or quick play matches. Top Spin features a number of professional tennis players who have licensed their likenesses to the game, a trend which continued in its sequels. It also contained fictional players as well.

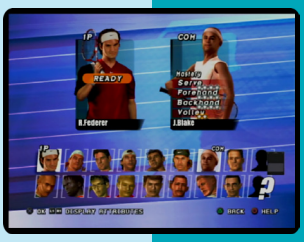
The player can work their way up through the amateur ranks to the pros in tournaments all over the world. They can do this by using the various licensed players, or by creating a unique character.

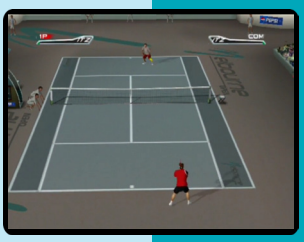
The game feature a Quick match and a Career mode, that begins with a create-a-player interface which begins with, DNA type. There are many strands to choose from with each containing a different skin color and unique player traits. Create a character continues with different face and body modeling options and apparel choices. The career mode begins with an option to choose a continent that has various opportunities for a player to better their rank by training and tournaments. A player must also make "coin" in order to pay for training which increases their attributes. Coin is earned by being sponsored by one of the corporate tennis apparel icons by performing commercials and other public relations duties for them which are completed by scoring well in various exercises. Tournaments come in various types across the globe. Winning tournaments increases your world ranking, with more difficult tournaments taking much more precedence.

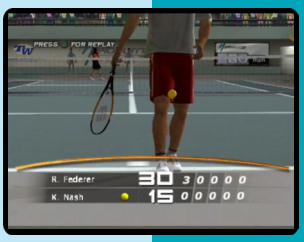
Top Spin was very well received. IGN gave the PS2 version a 7.4 out of 10 saying *"Tennis fans, videogame or otherwise, will find quite a bit to like in the game if they never picked up the previous version, though nay-sayers will have a fair bit* to complain about with disappointing graphics *and, again, quite lengthy load times."*







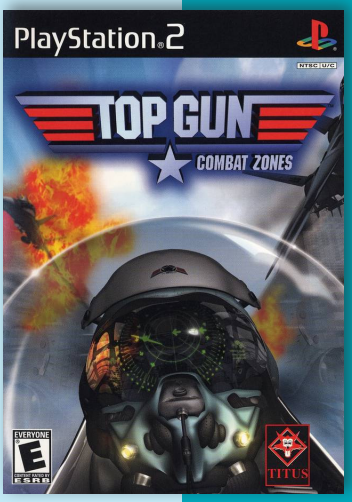




Top Gun: Combat Zones

6.3

Developer	Titus Software
Publisher	Titus Software
Release date	(us) October 21, 2001
Genre	Simulation, Shooter
Mode	1 Player



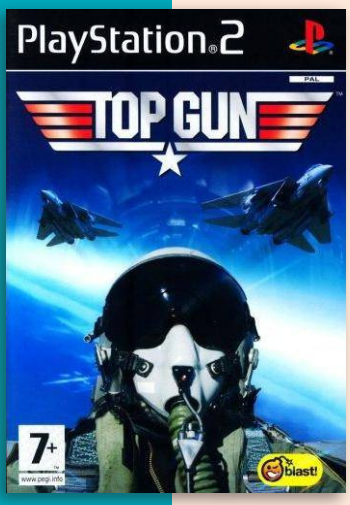
Top Gun: Combat Zones, originally released for the PS2, and later ported to GameCube and Windows, was developed by the now-defunct English developer Digital Integration. A planned Xbox version was canceled.

The game is composed of 36 missions spread over three eras, intended to illustrate the history of the Top Gun combat school and its near future. In each era, missions are located both at the Top Gun academy at Miramar and in a live combat zone. Upon gaining access to each era the academy missions must be performed before moving to the combat zone itself, but while the former do introduce new game concepts, aircraft and weapons they are not simple training missions – players must face tough opponents and live fire to succeed. The game features various Navy fighter aircraft and bonus fighter aircraft.

Only the first era is accessible from the outset, and is set in South East Asia, towards the end of the Vietnam War. During the second era, the action is set in the Persian Gulf States circa 1990; although the game story does not make direct reference, parallels can be drawn to the real-world Gulf conflicts of that time. The final era is set within the Arctic Circle and depicts a future conflict based around disputed borders and a global fuel crisis.

Top Gun

7.4



Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment
Release date	(eu) October 5, 2007
Genre	Shooter
Mode	1 Player

Top Gun for the PS2 is a simulation game based on the movie by the same name. The game had an Europe-only release by Blast! Entertainment.

The game feature 29 missions, where players will have to start at the flight school before taking on live missions. Players can choose from different missiles, bombs and mines to attach to their plane.

Torikago no Mukougawa

7.0

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) July 27, 2006
Genre	Visual novel
Mode	1 Player

In this game, the player-character are summoned as a liberator in a world called Femto. A liberator is someone who can perform the ritual of freeing someone's mind. The players goal is to escape the world of Femto and return to their own world, and only way to do so is by freeing people's minds.

The game consists of two main gameplay elements. The adventure part which is where the story unfolds and the typical visual novel dialogues are gone through, and a puzzle part which consists of two phases, a phase for moving puzzle pieces, and a phase for moving to a location. The puzzle picture consists of 15 key pieces in total, and players need to put them all in their right place to be able to escape. Each phase gives them limited number of turns and/or points they can spend until it is finished, after which another phase will start. By determining location, players will move onto corresponding adventure part. In each location during adventure element, various events will occur and they will be able to talk to characters there. After the adventure part is over, players will return to the puzzle screen and continue with the next moving phase of puzzle pieces.

"mobygames.com"

Towa no Sakura

6.4

Developer	Vingt-et-un Systems
Publisher	Idea Factory
Release date	(jp) September 27, 2007
Genre	Visual novel
Mode	1 Player

The game revolves about a mystery surrounding a cherry tree called The Eternal Cherry. It is unknown how long the tree has stood there, but it is said to have lived for a thousand years. The game starts when the tree is once again, nearing the time of full bloom.

The demographic are targeted for women and follows the usual visual novel gameplay. Players will go back and forth between the present and the

Torneko Adventures 3: Mysterious Dungeon

7.4

Developer	Matrix Software, Chunsoft
Publisher	Enix Corporation
Release date	(jp) October 31, 2002
Genre	Role-playing, Roguelike
Mode	1 Player

Dragon Quest Characters: Torneko no Daibōken 3 – Fushigi no Dungeon is the third game in the Torneko series and the third Dragon Quest spin-off game in the Mystery Dungeon series. It contains randomly generated dungeons and uses turn-based action combat. The game was also made for the Game Boy Advance, called Dragon Quest Characters: Torneko no Daibouken 3 Advance, in 2004.

In the game, Torneko and his wife Nene and son Poporo journey to a distant island for a vacation. While there, mysterious forces attack and Torneko must journey into dungeons to fight them off.

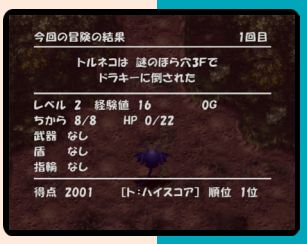
The main character of the game is Torneko, originally localized as Taloon in North America, a merchant playable character from Dragon Warrior IV. Torneko can explore fully 3D dungeons and have members join his party. The player moves through randomly generated dungeons and uses turn-based action combat. The player can bring along creatures and henchmen to fight with them as they battle monsters in the dungeons.

In the Game Boy Advance version, an addition mode is available in which the player can fight through four advanced dungeons independently of the game's story.

The game is the first in the series to feature 3D graphics, and the game includes multiple towns, villages, castles, and dungeons. Some of the locations are not randomly generated. The game includes over 170 types of monsters, and a larger number of items and spells to use in combat than previous Torneko games.

The PlayStation 2 version of the game has sold over 513,000 copies as of November 2008. The Game Boy Advance version of the game has sold nearly 117,000 copies as of 2007.

The PlayStation 2 version was given a high 35 out of 40 by Famitsu magazine. The Game Boy Advance version was given a lower 32 out of 40.



6.0

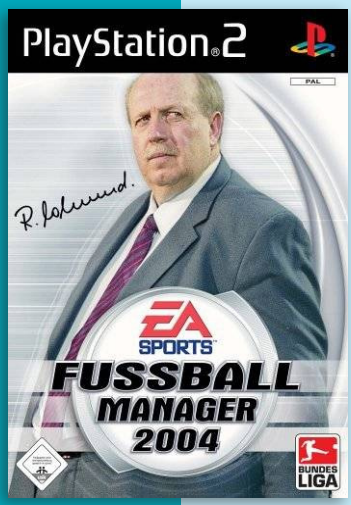
Toy Golf Extreme

Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) March 14, 2008
Genre	Sports
Mode	1-4 Players

Toy Golf Extreme is a golf game, developed and published by Zoo Digital Publishing, which was released in Europe in 2008.

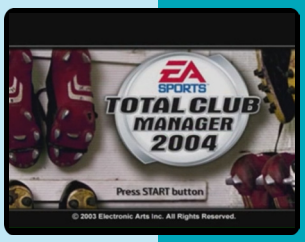
Players play golf inside a house, where obstacles include different households things and toys laying around. By beating different levels players can unlock new courses. The game feature adjustable camera modes and a hotseat multiplayer for up to 4 players.

Total Club Manager 2004



Developer	BudCat
Publisher	Electronic Arts
Release date	(eu) December 12, 2003
Genre	Simulation, Sports
Mode	1 Player

7.1



The 2004 edition offers players the opportunity to become a every-aspect manager of a soccer team. At a first point they pick a team, hire their staff, build their tactics, develop their techniques and so on.

Therefore players are ready for the matches where they have the option of fast simulation, text simulation (like Champion Manager 01/02) or a complete 3D simulation.

Career Mode offers players to take a low-reputation club and turn it to a big success.

New features are:

"Football Fusion(tm)" allows players owning this title and "Fifa 2004" to play a manager on TCM 2004 while actually playing their team games on FIFA 2004 instead of just simulating.

More leagues and teams from every place around the world.

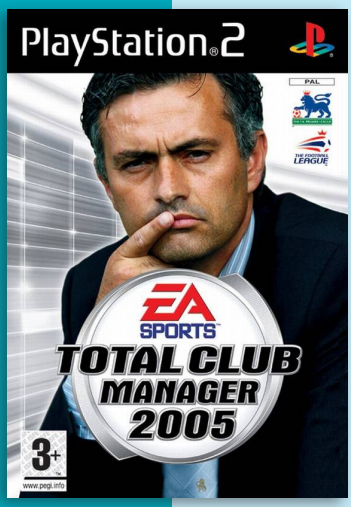
Manage National Teams at the same time that players manage their team club. Play continental cups and the World Cup.

More than 10 additional stats to keep of the players best characteristics. Improved Skill System and improved 3D graphics, among other features.

"mobygames.com"

Total Club Manager 2005

7.0



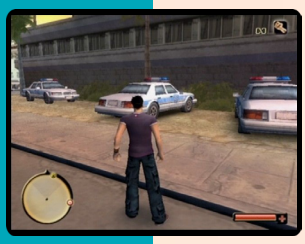
Developer	BudCat
Publisher	Electronic Arts, EA Sports
Release date	(eu) October 29, 2004
Genre	Simulation, Sports
Mode	1 Player

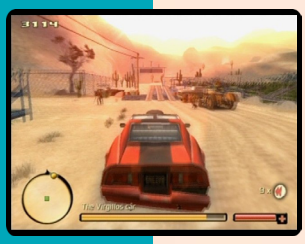
Total Club Manager 2005 is EA's third game in the Total Club Manager series. If the usual presentation of EA Sports games was left untouched, other features were changed from the TCM 2004: The 16 player attributes ranging from -1 to 2 become 30 in a 0-99 scale, the 3D engine was retouched with new AI and presentation, and finally, there's the opportunity to create a new club, and bring it up from the bottom leagues.

P

Total Overdose: A Gunslinger's Tale in Mexico

7.1





N P

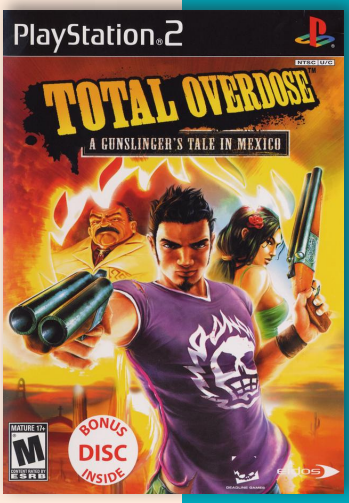
Developer	Deadline Games
Publisher	Eidos Interactive
Release date	(eu) September 16, 2005
Genre	Third-person shooter
Mode	1 Player

Total Overdose is an open world third-person shooter released for Windows, PS2 and Xbox.

The game begins deep in Maya jungle, where a man named Ernesto Cruz was lost in 1989. The official explanation for his disappearance was fatal overdose, but this is not enough for Ernesto's twin sons, Ram and Tommy. They embark on a quest for truth, though the Mexican wilderness and underworld urban environments inhabited by gangs, drug lords, and dangerous women.

Players assume control of Ramiro, Tommy and Ernesto. The game parodies Robert Rodriguez's Mexico Trilogy. Throughout the game, players can run and dive and have the ability to use weapons including shotguns, rifles, handguns and rocket launchers. The game features cheap and special cars. Players have the ability to shot dodge, during which the player dives in any direction with a slow motion effect. This move gives players more accuracy in shooting enemies in combat. The six different Loco moves are special attacks which players can pick up by scoring large numbers of points and combo kills.

The game received "mixed or average" reviews, according to Metacritic.



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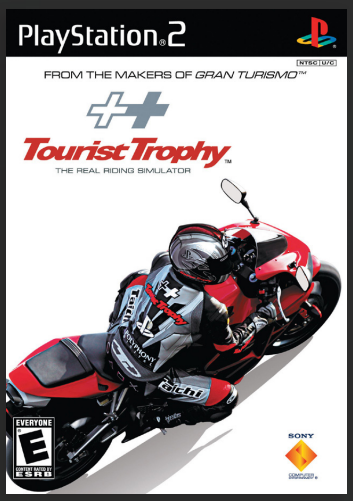
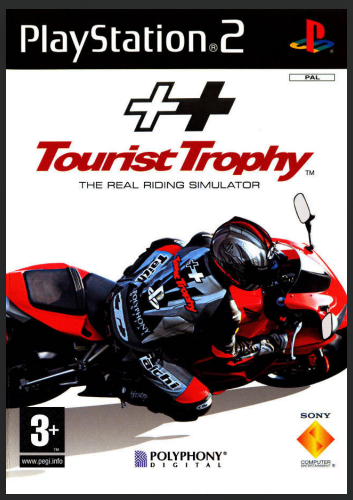
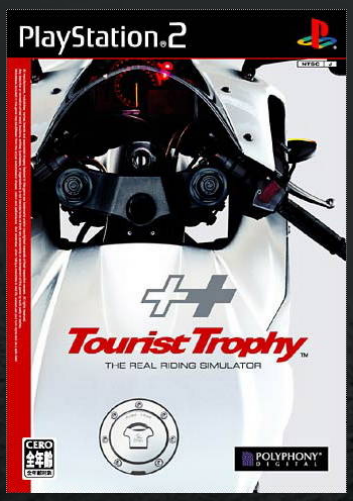






JNP

Tourist Trophy

Developer	Polyphony Digital
Publisher	SCEI, (us) SCEA, (au) SCE Australia, (eu) SCEE
Release date	(jp) February 2, 2006
Genre	Racing
Mode	1-2 Players

Tourist Trophy: The Real Riding Simulator is a motorcycle racing game. It was designed by Polyphony Digital, the same team that makes the Gran Turismo auto racing series. It was largely created off of Gran Turismo 4's game engine. Tourist Trophy is one of only four titles for the PS2 that is capable of 1080i output, another being Gran Turismo 4, the physics engine of which is heavily used in Tourist Trophy.

Compared to Gran Turismo auto, the motorcycles don't handle like cars. This is reflected in-game by giving players control over their rider's side-to-side leaning to affect cornering. All the standard simulation elements of braking, positioning, throttle control and condition of the players ride are important as well.

The game is divided into two main modes. Arcade mode allows players to do timed runs, quick races against AI opponents or split-screen racing.

The main mode, Tourist Trophy, first puts players through a series of licensing tests. Each license opens up a group of challenges or races. Each challenge or race corresponds to a motorcycle, which players can earn by winning it. There is no cash in this game. Some events also unlock further events, of course.

Bikes are customizable. Players can set the tire compound, brakes, shocks, gear ratio and exhaust. Riders have even more options. Their riding style is customizable, allowing players to adjust things like the position they take in leans, which affects handling.

The Semi-Pro Mode is an exclusive feature of the North American edition. Other options enhancing difficulty are "Strict Judgment"—a 10-second slow down penalty as seen in Gran Turismo 4—and the famous "Best Line" display.

Unedited screenshots can be taken from a race replay and saved on a PS2 memory card or a connected USB flash drive, like in Gran Turismo 4. This function is known in the game as "Best Shot". Using various replay angles as a digital camera, the game is able to produce a selection of screenshots with variable compression rate (Normal, Fine, or Super Fine) and size (up to 1280x960/72 dpi). The user can choose to save the photo, print it with an Epson-compatible USB printer, or display it on TV using the Musical Diaporama feature. Saved game screenshots can be exchanged with friends or made public on the Internet. Unlike Best Shot, the "Photo Mode"'s parameters are fully adjustable and it gives the user the opportunity to entirely set photographs. The user can tune various parameters such as camera angle or course section. Formatting the USB device in Photo Mode/Best Shot will create the "DCIM/100PDITT" folder, allowing Tourist Trophy to store, upload and download game picture files generated under the form "IMG_00X.JPG". Standard USB 2.0 flash drives (including MP3 players and mobile phones) can be used to manage game JPEG files instead of the official I-O Data model.

A USB drive can host Tourist Trophy Replay/Ghost files downloaded from either the official game

website or a fan site. It can also be used to exchange files with another USB device. Once the files are in the flash drive, the user can upload them from within the game in order to compete with a Ghost ("Time Attack") or to watch a Replay ("Theater"). Each file can be used as Replay or as Ghost. The first Replay/Ghost files released on the Japanese site featured Japanese pro rider and Tourist Trophy test rider Satoshi Tsujimoto and Tourist Trophy producer Kazunori Yamauchi. Formatting the USB device from Theater Mode will create the "PDI" folder, allowing Tourist Trophy to store, upload and download files generated under the name "replay.dat". Standard third-party USB devices are also compatible with such files.

Polyphony Digital reused the physics engine, graphical user interface, and all but one circuit from Gran Turismo 4. However, the number of AI racers has been reduced from five in the Gran Turismo series to only three. Tourist Trophy also uses the License School feature that was popularized by the Gran Turismo series, as well as the Photo Mode introduced in Gran Turismo 4. The B-spec mode, which appeared in Gran Turismo 4, was removed from Tourist Trophy.

The motorcycle selection covers a broad range of modern motorcycles, including scooters, enduros, motards, sports bikes and naked bikes, as well as versions modified for racing (labelled "RacingModified"). The developers have recreated 135 motorcycles from 124 cc up to 1670 cc, including both road and race versions from the 1960s up to 2007. The racers are divided into categories: the semi-licensed, race-tuned versions ("RacingModified") and the official, fully licensed 2005 Suzuka 8 Hours endurance bikes. Motorcycles from all major manufacturers are included, as well as two special-

ized Japanese tuners, Moriwaki and Yoshimura, that appear in the list of manufacturers once unlocked.

While wet, dirt and reverse classic GT4 racing conditions, and French tracks such as Circuit de la Sarthe have been removed (as the game doesn't have any dirtbikes or motorcycles eligible for snow and dirt conditions); a unique course was specially created for Tourist Trophy. The Circuit de la Comunitat Valenciana Ricardo Tormo is an official track appearing in the Superbike World Championship and MotoGP. It is also used extensively as a test circuit during the off season. This track has appeared again in Gran Turismo Portable (as this track also appeared in Deutsche Tourenwagen Masters and World Touring Car Championship) but was removed from Gran Turismo 5. Polyphony Digital originally planned to continue to add this track into GT5, but they decided to cancel this plan for unknown reasons.

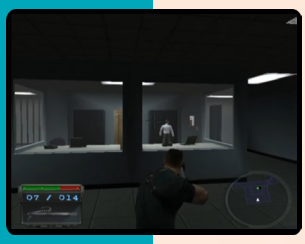
A new concept appearing in Tourist Trophy is the "Riding Gear" (named "Closet" in the Asian editions). The player can unlock and collect 186 different riding accessories for their rider, including different helmets, gloves, boots or shoes, pants, one-piece racing suits and jackets commercially available from more than a dozen manufacturers (Simpson, Vanson Leathers, Alpinestars, Arai, Shoei, Kushitani, RS Taichi, Dainese, AGV, Lewis Leathers, Bell, SPIDI, and XPD). Up to four different combinations can be saved, including two racing leather suits and two casual outfits.

The game received "average" reviews according to Metacritic. In Japan, Famitsu gave it a score of all four eights for a total of 32 out of 40.

The game won IGN's award for Best PS2 Simulation of 2006.

Trigger Man

3.2



N P

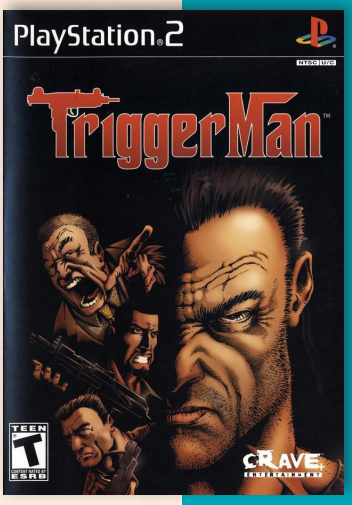
Developer	Point of View
Publisher	Crave, (eu) Play It!
Release date	(us) October 5, 2004
Genre	Third-person shooter
Mode	1 Player

Trigger Man is an action game where the main protagonist Trigger Man works for the mafia, Coladangelo Family, who is on the brink of war with the rival Montagano Family, which believes Don Coladangelo is responsible of the death of their Don's son.

Shown from a third-person perspective players need to visit typical locations such as villas, restaurants and casinos to take down members of the opposing family.

Next to the basic action missions there is some focus on stealth and escorting too. Some sections require a key to be found in order to progress. While fighting, there is a focus on head shots, as enemies can take a lot of bullets in other body parts before going down.

There are different types of weapons including a blade, machine guns and sniper rifles, but only a small amount of clips can be carried. Enemies hardly ever leave anything behind, so ammo crates need to be hunted down.



Toudai Shogi: Shikenbisha Dojo

7.8

J

Developer	Mycom
Publisher	Mycom
Release date	(jp) December 7, 2000
Genre	Board
Mode	1-2 Players

In Toudai Shogi: Shikenbisha Dojo two players sit opposite each other, using a wooden battlefield which measures 9 x 9. Twenty pieces make up the court for each side, including generals, knights, bishops, and the pawns. Similar to Western chess, the goal is to capture the king and neutralize their opponent. Unlike chess, rival forces that are captured are not removed from the board but rather reinforce the conquering side to enjoin the battle later in the game. Another tactical tangent is the ability for venturing pawns and other pieces for promotion. A lowly pawn can transform into a golden general should it reach the opposing side.

"ign.com"

Toudai Shogi: Jouseki Dojo Kanketsuhen

6.8

Developer	NCS
Publisher	NCS
Release date	(jp) September 9, 2004
Genre	Board
Mode	1-2 Players

Toudai Shogi: Jouseki Dojo Kanketsuhen is another game in the Shogi Dojo series.

The game includes 7 stages and is targeted for more advanced players, but is also designed for new beginners. The games AI engine has won four times the world computer Shogi Championship. The game also feature a 2-player mode.

J

Turbo Trucks

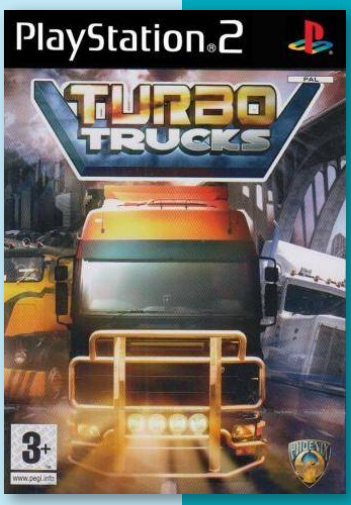
4.1

P

Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Racing
Mode	1 Player

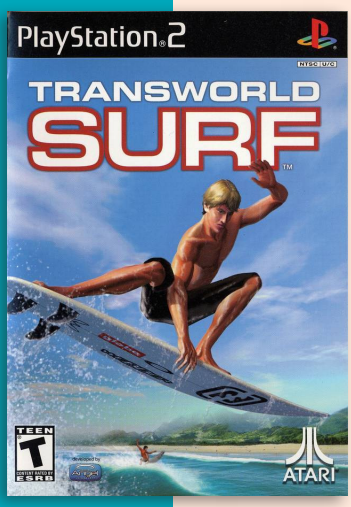
Turbo Trucks is a budget Phoenix Games racing game. In the game, players race trucks down a freeway and through woodlands levels. By completing races players will gain more trucks to drive. Game modes include; Tournament, Quick Race and Time Battle. Players can also choose how many CPU drivers they want to race against.

As is common in the racing games from Phoenix, it feature simple graphic.



TransWorld Surf

7.6



Developer	Rockstar San Diego
Publisher	Atari
Release date	(us) April 30, 2002
Genre	Sports
Mode	1-2 (4) Players

TransWorld Surf is a surfing game in the vein of Tony Hawk where players perform tricks to rack up points Players can pick from different 13 real surfers and 9 different locations such as Pipeline, Hawaii and Teahupoo, Tahiti. The game also feature a “Karma” system where if players act like a jerk (stealing other surfers waves, hitting people, etc.) sharks may attack.

“mobygames.com”

N P

8.2

Tetsu 1: Densha de Battle!

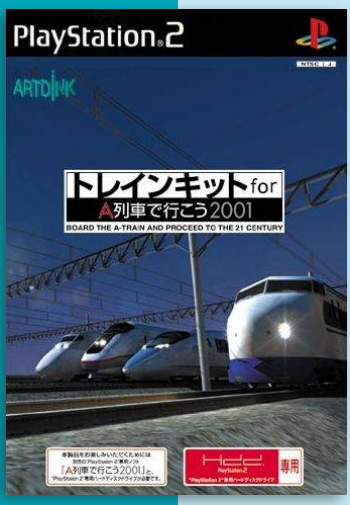
J

Developer	Vingt-et-un Systems
Publisher	Syscom
Release date	(jp) July 5, 2001
Genre	Racing
Mode	1-2 Players

Tetsu 1: Densha de Battle! is the prequel to the 2003 game X-treme Express, as it is known as in its European release. As in the sequel, the game is a combative train racing game, where decorated engines battle to be the fastest down Japan's railways.

The different game modes include; Iron 1 Mode, Tour mode, Free mode and VS. mode.

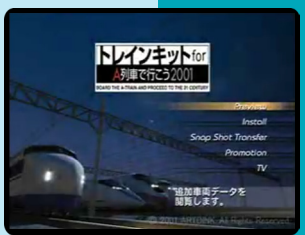
Train Kit for A-Ressha de Ikou 2001



Developer	Artdink
Publisher	Artdink
Release date	(jp) July 26, 2001
Genre	Simulation
Mode	1 Player

Train Kit for A-Train 2001, Board the A-Train and Proceed to the 21 Century is a collaboration between the Train Simulator and Densha de Go series, this game features the Toyoko line, the Den-en-toshi line, and the Oimachi line.

This game is an expansion disk for A-Ressha de Ikou 2001. The original game is required for accessing the expansion.



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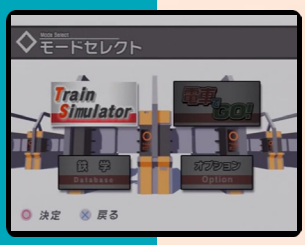
5.6

Train Simulator + Densha de Go! Tokyo Kyuukouhen

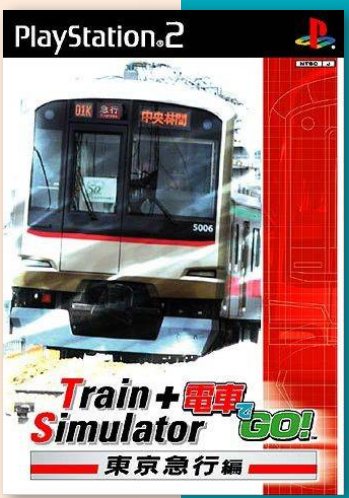


J

Developer	Ongakukan
Publisher	Taito, Ongakukan
Release date	(jp) December 18, 2003
Genre	Simulation
Mode	1 Player

In Train Simulator + Densha de Go! Tokyo Kyuukouhen let players drive a train where it is required to meet the strict schedules of the Tokyo to Yokohama express lines.

The game comes with several features, including different train-lines and in-game tutorials which helps new beginners to the game, among other things.



Train Simulator Midousuji-Sen

7.3

Developer Ongakukan
Publisher SCEI
Release date (jp) October 22, 2003
Genre Simulation
Mode 1 Player

Train Simulator Midousuji-Sen is part of the very large Train Simulator series produced by Ongakukan.

This game follows the Midosuji Line that goes between Nakamozu and Senri Chūō. The Osaka Metro Midōsuji Line is a rapid transit line in Osaka, Japan, operated by Osaka Metro. It is the oldest line in the Osaka subway system.

J

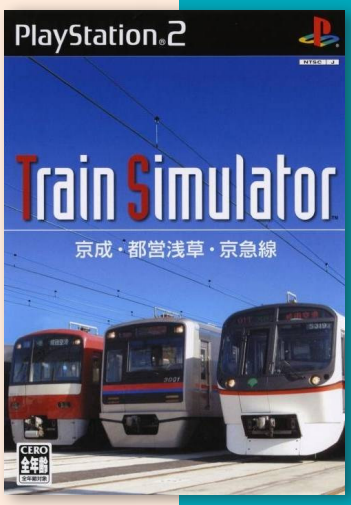
Train Simulator: Keisei - Toei – Keikyu

7.2

J

Developer Ongakukan
Publisher Ongakukan
Release date (jp) August 25, 2005
Genre Simulation
Mode 1 Player

Another entry in the longrunning Train Simulator series featuring the The Toei Asakusa Line, a subway line in Tokyo, Japan, operated by the Tokyo subway operator Toei Subway. The line runs between Nishi-magome in Ōta and Oshiage in Sumida. The line is named after the Asakusa district, a cultural center of Tokyo, under which it passes.

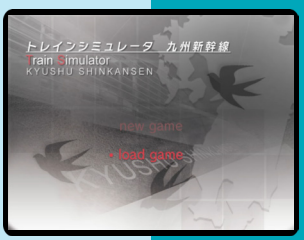


Train Simulator: Kyuushuu Shinkansen

6.8

Developer Ongakukan
Publisher Ongakukan
Release date (jp) September 28, 2005
Genre Simulation
Mode 1 Player

Another entry in the longrunning Train Simulator series featuring the JR Rail Kyushu Shinkansen. The Kyushu Shinkansen is a Japanese high-speed railway line between the cities of Fukuoka and Kagoshima in Kyushu, running parallel to the existing Kagoshima Main Line.



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TVDJ

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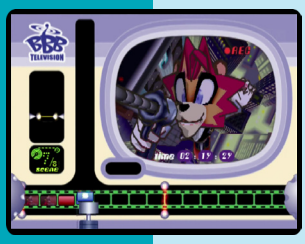


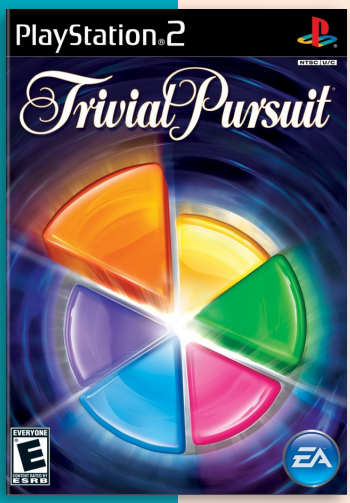
J

Developer	SCEI
Publisher	SCEI
Release date	(jp) June 29, 2000
Genre	Music
Mode	1 Player

Originally known as Be On Edge, TVDJ is a rhythm/action title that features cel-shaded graphics and anime animals. Rather than use the typical musical setting of most other rhythm games, however, TVDJ requires players to splice together film clips in humorous film sequences to form coherent episodes. The game's feature set includes four different television shows, multiple difficulty levels, and a four-button control scheme.

Trivial Pursuit

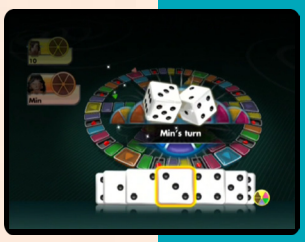
7.7



Developer	EA Bright Light
Publisher	Electronic Arts
Release date	(us) March 10, 2009
Genre	Trivia
Mode	1-2 (4) Players

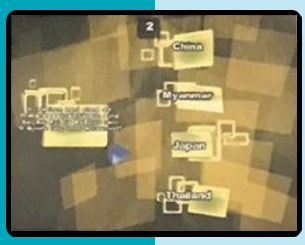
Trivial Pursuit is based on the general knowledge board game of the same name.

The object of the game is to move around the board answering questions based on what colour tile the player land on. The six colours correspond with a subject which are: blue for geography, green for science and nature, yellow for history, orange for sports & leisure, pink for entertainment and brown for Literature.



N P

Trivial Pursuit Unlimited

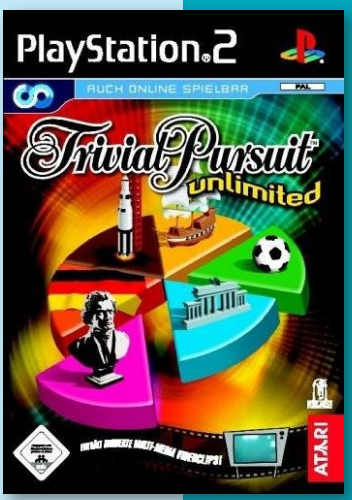


P

Developer	Atari
Publisher	Atari
Release date	(eu) 2007
Genre	Trivia
Mode	1 (-6) Player(s)

Trivial Pursuit Unlimited is an European release only with online support for up to 6 players. The game feature over 2000 different questions and 3 game modes; Classic, Flash and Ultimate play.

The game look like a German-only release since the game includes hundreds of regional questions centred on Germany. If the game was released in different regions, then these questions was probably removed or includes different questions.



Trivial Pursuit Unhinged

5.1

Developer	Artech Studios
Publisher	Atari
Release date	(us) March 24, 2004
Genre	Trivia
Mode	1 (-6) Player(s)

Trivial Pursuit: Unhinged is based on the trivia board game of the same name.

Unhinged feature the original gameplay but adds two additional features: special spaces (50/50 chance, teleport, board rotate, etc) and betting. With betting, players can choose whether their opponent will answer correctly or incorrectly and bet 1-2 points. These points can allow players to gain the ability to roll again if they don't like their roll.

Flash mode is for those who want a quick game. There are 5 levels of the board. You start on the first level and have a choice of 2 spaces. Answer correctly and move up a level for another 2 spaces to choose from. The first to the top wins.

Questions are asked from the 6 different categories. Each question has a multiple choice selection of 4 possible answers to choose from. The only exception is with the 50/50 spaces in Unhinged mode where there are only 2 possible answers to choose from. The questions are read by people like Bill Nye the Science Guy and Whoopi Goldberg. Every now and then, they will throw in other information relating to (or not) the question either before players answer, or after they answer.

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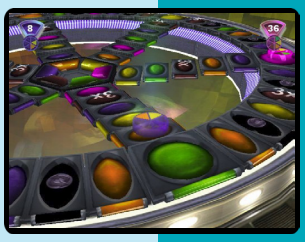
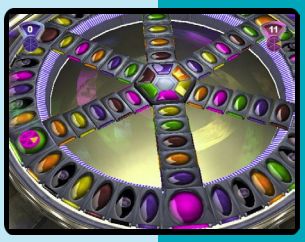




N P

Trouble Fortune Comany * Happy Cure

7.8

J

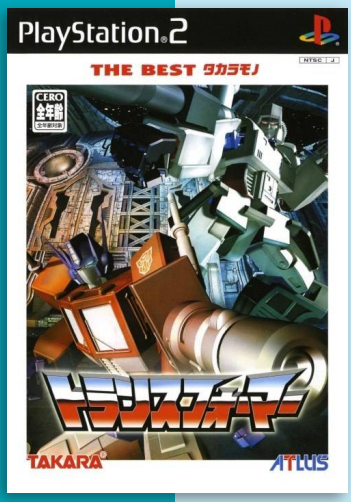
Developer	Primavera
Publisher	Primavera
Release date	(jp) January 25, 2007
Genre	Visual novel
Mode	1 Player

Trouble Fortune COMPANY☆Happy CURE is a visual novel. The mother of the protagonist, Tsuzuris, is a famous fortune teller in a long line of fortune tellers, and her customers include the presidents of big companies and politicians. One day, her mother disappears and Tsuzuris has to take over as a fortune teller along with trying to find out what happened to her mother.

Transformers

7.4

The Best Takara



J

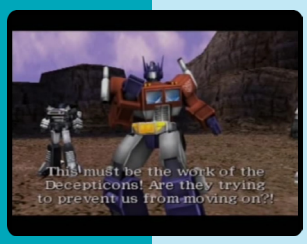
Developer	WinkySoft
Publisher	Takara
Release date	(jp) October 30, 2003
Genre	Beat-'em-up
Mode	1 Player

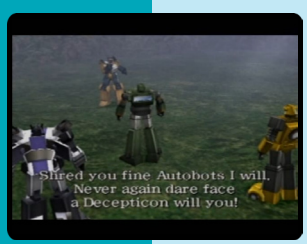
Transformers（トランスフォーマー Toransufōmā), or The Transformers: Call of the Future, is an action role-playing game. It is based on the Transformers animated series. During early stages of development it was led to believe by the media that the game was called Transformers: Tataki, or Transformers: Assault, a title that many fans use to help disambiguate.

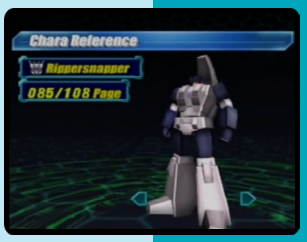
Even though all of the dialog in the game is in English with an option to set all of the text in the game to English as well, this game was never released in America. The two most likely reasons are Hasbro's lack of involvement with the title, and the game's apparent unanimous panning by critics in Japan.

The game allows players to select a side (either Autobot or Decepticon). The Autobot side stars Optimus Prime, Jazz and Wheeljack, who are later joined by Rodimus Prime, Arcee and Kup. The Decepticon faction begins with Megatron (referred to here by his Japanese title Emperor of Destruction), Starscream and Soundwave with Galvatron, Cyclonus and Scourge joining them later on. Other Transformers are unlocked as the game progresses and join their respective factions. These Transformers include such Generation 1 stalwarts as Ratchet, Bumblebee, Hound, Astrotrain, Blitzwing and Shockwave. Later additions from the Transformers movie, such as Springer and Ultra Magnus, also appear. A number of characters from the Japanese exclusive series The Headmasters make appearances as well, notably the Trainbots and Sixshot (who is portrayed as a powerful ninja warrior as he was in the Headmasters anime), also included were Dark Hot Rod (Black Rodimus) and Optimus Clone (Black Convoy).

Those who pre-ordered this game received a special "Matrix Disc" DVD containing all the Japanese toy commercials for Fight! Super Robot Lifeform Transformers, Transformers 2010 and The Headmasters.

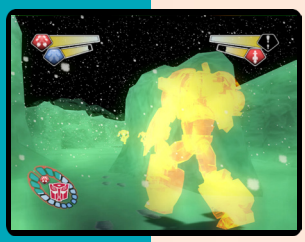






Transformers

7.5



Developer	Melbourne House
Publisher	Atari
Release date	(eu) May 7, 2004
Genre	Third-person shooter
Mode	1 Player

Transformers, also known as Transformers Armada: Prelude to Energon, is based on the Transformers: Armada animated series.

The game diverges from the cartoon and comic in terms of storyline. Megatron and arrives at earth in search of a Mini-Con beacon. The Autobots Optimus Prime, Red Alert, and Hot Shot arrive on Earth as well to rescue the Mini-Cons, knowing that their combined power is the only way to overcome Megatron's new army.

Players control Optimus Prime, Red Alert or Hot Shot, who are able to transform between robot and vehicle modes at the push of the triangle button. The game revolves around the collection of Mini-cons, which can be equipped to the Transformer. These include weapons such as a pistol; support items, such as glider wings; and stat-enhancements, such as an armour boost. Up to four can be equipped at once, and with the exception of stat-enhancements, they can be controlled using the shoulder buttons. The 'R1' primary weapon will always be assigned, and if none (Mini-con) are chosen, the default rifle is used in its stead. There is a limit to what Mini-cons can be equipped with respect to the power game mechanic, with more powerful Mini-cons taking up a lot of space. The more of the same colour/suit Mini-cons equipped, the stronger one's character will be. This is referred to as Mini-con linking. For the most part, the Mini-cons do not change the aesthetics of the transformer.

In September 2005, Atari released a Directors Cut of the game exclusively in the EU. This version includes several "Making of" movie clips and commercials on the game disc.

The game was well-received by critics and fans alike, and at the time was often considered to be the best of all Transformers video games. Some review sites and magazines seemed to reject the game outright for not being based on the Generation 1 series, though some seemed to begrudgingly accept it due to the gameplay and graphic flair.

Director's Cut (eu)

Transformers: The Game

5.6

J N P

Developer	Traveller's Tales
Publisher	Activision
Release date	(us) June 26, 2007
Genre	Action-adventure
Mode	1 Player

Transformers: The Game is the name one of the multiple video game versions based on the 2007 live action film Transformers.

The Game puts players in the role of either the Autobot or Decepticon factions in an attempt to find the AllSpark, the artifact which gave life to their race. The Autobots intend to protect it for good, while the Decepticons desire its power for evil. The two factions fought their battle on the planet Cybertron, but in an ultimate attempt to protect it, the Autobots hurled the AllSpark into space where it remained hidden on Earth. When the Decepticons discover the location, they want to finish the war on Earth.

Set in a 3D sandbox environment with possibilities to interact and destroy the environment, players can choose between the two teams, each with different story-based goals. These are set on different locations, with primary and secondary quests. The storyline for the heroic Autobots follows the plot and events of the original movie. The storyline for the villainous Decepticons, however, allows the robots to destroy both the planet and more aggressively bring an end to their foes. Players can choose characters such as Optimus Prime or Bumblebee from the list of selectable Autobots, or Megatron and Starscream from the Decepticons.

Shown from a third-person perspective, the robots can switch between a robot and a vehicle/aircraft form, jump, block, dive underground, roll, dodge, use various weapons, and climb buildings. Special actions can be unlocked through the skill tracker. By performing long slides or jumps, symbols in the tracker will light up and provide extras.

Along the way, various collectibles can be found, ranging from promo images and artwork, to playable versions of the original "Generation 1" characters. The general gameplay is identical across the different platforms, but certain features are tied to specific versions.

Transformers: The Game received mixed to negative reviews on all platforms upon release.

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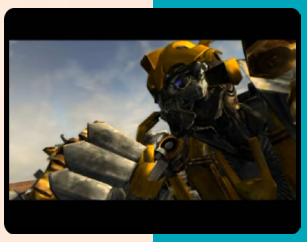
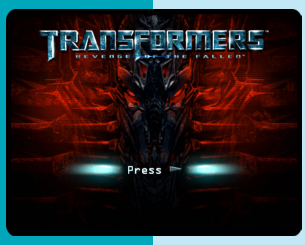
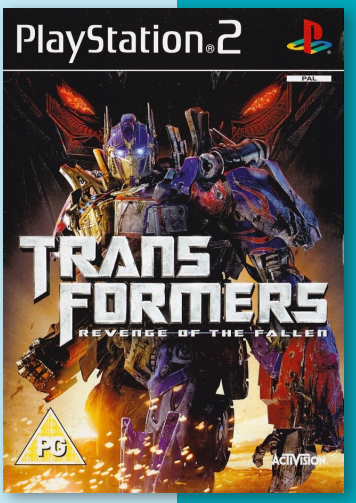
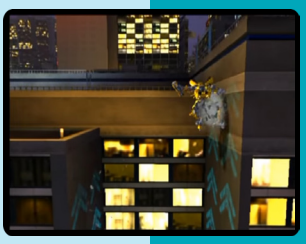


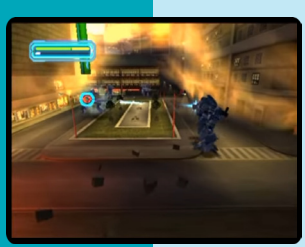
Transformers: Revenge of the Fallen

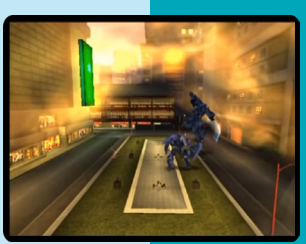
4.7











Developer	Krome Studios
Publisher	Activision
Release date	(us) June 23, 2009
Genre	Third-person shooter
Mode	1-2 Players

Transformers: Revenge of the Fallen is a third-person shooter based on the 2009 live action film Transformers: Revenge of the Fallen. The game was released on several different platforms with different developers.

The series of games loosely follow the plot of their movie counterpart. The PC, PS3, and Xbox 360 versions feature a split-campaign format, with both an Autobot and Decepticon campaign. The PS2 and Wii versions combine the Autobot and Decepticon stories into one campaign that alternates between factions.

As with Transformers: The Game, Revenge of the Fallen features two separate campaigns; one depicting the actions of the Autobots, and the other the actions of the Decepticons. The game expands on the movie plot with additional missions and characters. Unlike its predecessor, Revenge of the Fallen features a hub-like, non-linear mission progression. This allows the player to choose what missions they would like to accomplish and where in order to further drive the story.

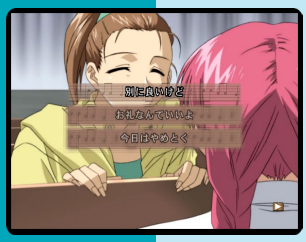
Multiplayer features five different modes. “Deathmatch” allows players to choose any character in a free-for-all battle. “Team Deathmatch” features Autobots vs Decepticons. “Control Points” features gameplay with teams battling for control of specific areas to gain points. “One Shall Stand” is similar to Team Deathmatch; the difference is that the objective is for a player to take out the enemy leader (Optimus Prime or Megatron) while protecting their own. The final mode, “Battle for the Shards”, features Capture the Flag-style gameplay; teams search for shards of the AllSpark and return them to their base to earn points.

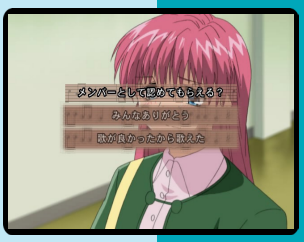
The PS2 and Wii versions feature a special cooperative mode, where the second player can “man the guns”, utilizing a floating shield and weapon system, which is called the “Remote Weapons System” and is controlled with an on-screen reticule. Players work together to survive against waves of enemies.

Triangle Again

8.0

Developer	Production I.G.
Publisher	Mig Entertainment
Release date	(jp) January 9, 2003
Genre	Visual novel
Mode	1 Player





Triangle Again games are often referred to as music adventures rather than typical visual novels in a way that when the branching in the story occurs, choices are presented in a way of notes rather than text.

The game story is centered around young Akari Tateshina and her debut as a pop singer. Additionally to typical set of options for this type of game (i.e. clickable versus auto-scrolling text), Triangle Again offers positioning of the text messages (up or down) and also support regular and widescreen picture presentation.

There are several licensed songs used in the game as protagonist's song hits when she sings them during animated scenes. While same songs are used in both Xbox and PS2 release, Xbox songs use Japanese lyrics while PS2 songs use English lyrics.

"mobygames.com"

Triangle Again 2

8.1

Developer	Kiki
Publisher	Kiki
Release date	(jp) June 26, 2003
Genre	Visual novel
Mode	1 Player

Triangle Again 2 continues the story chapters where the predecessor Triangle Again left off. The main scenario follows the story of Akari Tateshina, a young and talented pop singer, and her comeback to the scene. The game features many in-game choices with affect the story leading up to 15 different endings. Replay option let players re-play the story arc to the game ending they have reached, making the game re-play feel like watching a full length anime movie.

Seeing as how this game features chapters 3 and 4 of the overall story, the graphics and gameplay did not change in this sequel. Story progress uses typical page-click or auto mode. Subtitles can be turned off or moved to appear on upper or lower part of the screen. The game also features seven new licensed songs.

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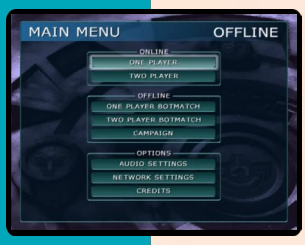
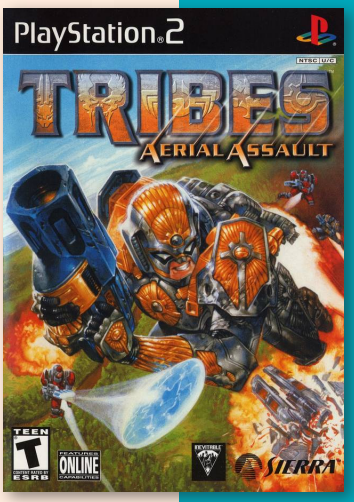
Tribes Aerial Assault

7.3





Developer	Inevitable Entertainment
Publisher	Sierra Entertainment
Release date	(us) September 23, 2002
Genre	First-Person shooter
Mode	1-2 (16) Players

Tribes Aerial Assault is an online first-person shooter based on the Windows game Tribes 2.

The game have an emphasis on mobility. There are many game types in the single-player campaign and multi-player, including capture the flag, capture and hold, hunter, team deathmatch, and deathmatch. Campaign usually consists of some mixture of these game types.

In all games but hunters and deathmatch, there are team and player points. Depending on the game style, team and player points can reflect two completely different things. Player points are usually earned through an individual player's accomplishments that help the team as a whole. Player points are earned by setting and deploying equipment, repairing friendly assets, destroying enemy assets, defending friendly assets, and completing objectives of the game.

Capture The Flag: Both teams have a flag, and the objective is to capture the other teams flag. The "runner" is unencumbered by the flag, that is; the player can still use weapons and grenades freely and without debilitation.

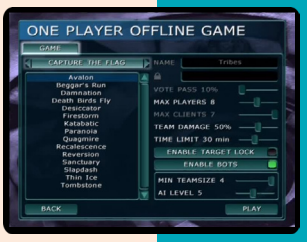
Capture and hold: This is an asset-guarding game. Usually there are four buildings or bases scattered over the whole map. Inside each of these is a switch. The objective is to touch the switch in any building and try to prevent the enemy team from doing the same for as long as possible.

Hunter: A survival-based game. The objective is to kill as many people as possible and collect the flags that they drop, and then try to bring those flags back to a central "nexus" for points. There are no teams in Hunter, so everyone is an enemy. Team Deathmatch: Two teams duke it out until time runs out.

Deathmatch: No teams, few rules, kill or be killed.

An unusual feature of Tribes Aerial Assault is the jetpack feature. The jetpack runs on armor energy and allows players to fly for short to medium distances.

In early November 2008, Sierra shut down the online servers for Tribes Aerial Assault.



MOB BOSS

by: PlayStation 2 Official Magazine (AU) 2003 June #15

***OPS2* sat down with Chris Archer, Executive Producer on *True Crime*, and discussed the most wanted game of the year!**

Just how big is this game?
Every street in this game has been created from GPS data, geological survey data, height maps, satellite photos, hundreds of hours of video and thousands of still photographs. All of the major streets will seen familiar to both people that live here, as well as people who have only visited. It is truly a huge expanse of re-created LA 240 square miles in all and every street is painstakingly re-created from indigenous foliage, to landmark buildings, to gas stations, to the LA freeway system.

What sort of missions will players be able to get into?
There are about 200 missions in the game. The player will experience everything from epic car chases, to John Woo-style shootouts, to Hong Kong Cinema-style fighting. We also have a tonne of other side missions and fun things for the player to do while they are exploring the streets of LA

How many different vehicles can be driven in the game? What are some of your favourites?
We have nearly 40 unique vehicles in the game. Everything from sports cars, to trucks and to some secret vehicles I can't talk about at this point. My favourite right now has to be the Pony, a classic muscle car with a lot of power.

What are some of the highlights of the hand-to-hand combat in the game?
The hand-to-hand combat is very robust for a game like this. Our fighting system employs a simple but rewarding combo system, including high kicks, low kicks, punches, finishing moves and grapples. Additionally, as the player plays through the game, they can upgrade their moves and improve their overall fighting skill. We have numerous fighting styles in the game, including Wu Shu Kung Fu, traditional Karate, Kenpo and Wrestling. Nick can learn new moves to use on this enemies in dojos spread throughout the city.

Tell us about the types of building you will be able to enter and the things you can do inside them.
There are many buildings that you can enter. Depending on the location you might need to employ one or more skills you have learned. You can do anything from fighting to shooting and driving. You can also upgrade your character, gain new vehicles and weapons, as well as a few other things I can't disclose.

What types of weapons can we expect to employ in the game?
Nick can dispatch the bad guys with everything from handguns, to automatics, to shotguns and so on. AK 47s, 45s and 12 gauge shotguns should make quite a few holes in the bad guys also.

Can you give us a little bit of detail on the game's storyline?
Nick is quite a character. Born in in Los Angeles, his father was Henry Wilson, a cop killed in the line of duty. After his father's death, Nick learned martial arts in Hong Kong the hard way, mainly in order to protect his family from the Chinese Mafia. When he was old enough, he moved back to Los Angeles and became a cop like his father. But Nick had the habit of breaking things - including a few skulls here and there. Due to his "unorthodox" manner of fighting crime, he was later kicked off the force, and vowed never to return. He eventually got a call from an old friend who was the head of a new agency called the E.O.D. The Elite Operations Division was created to fight big-time crime. Nick's new job is taking down the Russian and Chinese Mafia in LA. with his "unique" style of justice.

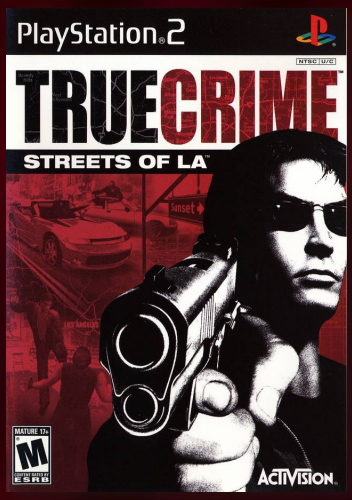
Would you describe *True Crime* as more of an action or a driving game?
We believe the game is fairly evenly balanced between driving, shooting, fighting and stealth. The player will experience Hollywood-style driving sequences, ass-kicking combat, advanced martial arts action and balls-out shootouts inspired by Hong Kong cinema - all in one game!

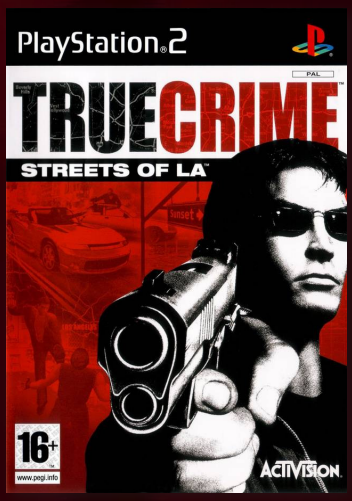
What element of *True Crime* was the hardest for your team to create?
The city recreation was definitely the hardest aspect of the game to create. Everything from tools, to technology, to good old hard work was employed in getting the city streets as accurate as possible. If we didn't have an amazing art and programming staff, the player would not be able to enjoy the 240 square miles of LA. You can literally drive from Downtown LA. to the beach without ever seeing a load screen. Amazing, even to me.

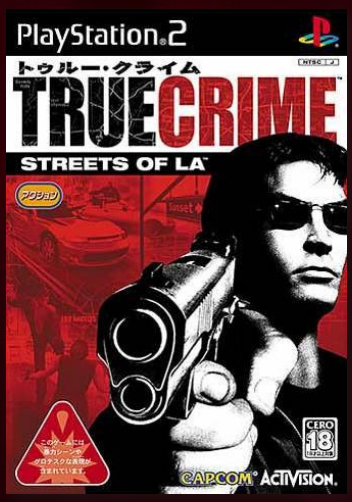
True Crime: Streets of LA

7.7

Developer	Luxoflux
Publisher	Activision, (jp) Capcom
Release date	(us) November 3, 2003
Genre	Action-adventure
Mode	1 Player







J N P

True Crime: Streets of LA is a 2003 open world action-adventure originally developed by Luxoflux for PS2, Xbox and GameCube.

The game tells the story of Nicholas Kang, an uncompromising Los Angeles police officer who is recruited into the Elite Operations Division in order to investigate a series of bombings in Chinatown. As he delves further into the case, he discovers it may be connected to the disappearance of his police-officer father twenty years previously.

True Crime is played from a third-person perspective, in which the player controls Detective Nicholas Kang of the "Elite Operations Division" (E.O.D.), a hand-picked autonomous unit of the regular LAPD.

The game was one of the first non-Grand Theft Auto open world action-adventure games released after Grand Theft Auto III in 2001, and, as such, was labeled by many as a Grand Theft Auto clone, as the core game mechanics are identical to Grand Theft Auto III, and its 2002 successor, Grand Theft Auto: Vice City – the player can travel across the city freely, commandeer vehicles, do whatever they want in terms of attacking and/or killing innocent civilians, and progress through the storyline at their own leisure, spending as much time traversing the city as they wish. However, the major difference from Grand Theft Auto games is that in True Crime, the player controls a law enforcement officer. As such, True Crime has been called *"the GTA III clone where you play a cop."*

The game involves four main types of mission, each with their own unique gameplay; shooting, fighting, stealth and driving. In many levels of the game, even if missions are failed, the storyline will continue, sometimes with a different opening cutscene for the next level, sometimes with an alternate version of the level, occasionally by branching into an entirely different storyline.

During shooting missions, the game auto-targets the closest opponent. If the player wishes to switch target to another opponent, they must do so manually. When the player is in shooting mode, they can enter "Precision Targeting" at any

time. At this point, the game switches to first-person, zooms in on the target, and goes into slow motion momentarily. While in Precision Targeting, if the targeting reticule turns green, the player can hit the enemy with a neutralizing, non-lethal shot. If the player fires when the reticule is red, the enemy will be killed instantly. Players can also take cover during shootouts, firing from behind cover when the opportunity presents itself. Players are also free to pick up any weapons dropped by enemies. Once the ammo of these weapons is depleted, however, Kang will drop the weapon and revert to his standard issue revolver, which, although it does need to be reloaded, never runs out of ammo.

In hand-to-hand combat, the player has four main attacks; high kick, low kick, punch, and grapple. After hitting an enemy a certain number of times, the enemy will be stunned, at which point the player can perform a combo by pressing a series of buttons. During stealth missions, the player is automatically placed into stealth mode. The player can approach enemies from behind and either knock them out or kill them. Bumping into objects or walking over broken glass or plastic bags will cause nearby enemies to become aware of the player's presence.

Driving missions can involve either trying to catch another car, escape from another car or tailing another car. At all times, when the player is in a car, their car's condition is shown on screen. If the car's health meter empties, the car is close to destruction. When another car is involved, that car's health meter will also be shown on-screen. When the player is tailing another car, a "Tail meter" will appear on-screen, with three sections and a moving arrow. If the arrow is in the top section, it means the player is too close and must back off. If the arrow is in the bottom section, it means the player is losing the target and must speed up. As such, the player must try to keep the arrow in the middle section as much as possible. During normal driving missions, the player can solve random crimes given by the radio dispatcher.

The player can access 24/7 facilities throughout the game to upgrade either their driving, fighting or shooting abilities. 24/7 facilities are only accessible if the player has an available "badge." Badges are earned by acquiring "Reward points"; every one-hundred reward points is converted into one badge. Entry into a 24/7 facility costs one badge, and the player must complete a challenge to earn the upgrade. If they fail, they must spend another badge to try again. Rewards points are also necessary for the player to heal themselves at a pharmacy or have their car repaired at a garage; the amount of points deducted depends on the level of damage in each case. The player earns reward points for arresting or killing criminals, solving crimes and completing missions. Points are deducted for killing civilians and failing missions.

The player also has a "Good Cop/Bad Cop" meter. If the player arrests criminals, solves crimes, shoots opponents with neutralizing shots, and knocks out rather than kills opponents in stealth missions, they will get Good Cop points. If, however, they kill civilians, shoot criminals in the head, use weapons in hand-to-hand combat, or kill enemies in stealth missions, they will get Bad Cop points. At certain points in the game, the storyline will branch differently depending on whether the player has a Good Cop score or a Bad Cop score. If the player's Bad Cop score gets too high, civilians will begin to attack Kang. If the Bad Cop score reaches 99, other police, and eventually SWAT will attempt

to kill him. The amount of Good or Bad Cop points also plays a factor in determining the game's ending.

The game was first announced on May 15, 2002, when Activision revealed Luxoflux were developing an *"original action-racing game inspired by Hong Kong action films"* for PS2, Xbox and GameCube. According to Larry Goldberg, executive vice president of Activision Worldwide Studios,

"Mission-based driving and action-adventure collide in this bold new direction for interactive entertainment. Infused with the unique flair of Hong Kong action films, True Crime: Streets of LA allows players to experience first-hand the car stunts, close calls, quick wit and high-action that are synonymous with this distinct style of cinema."

Activision stated the game combined the gameplay of beat 'em ups, third-person shooters, and vehicular combat games, and would include over twenty branching missions and multiple endings. They also revealed the game would recreate 400 square miles (1,036 km2) of Los Angeles, and the player would be able to visit multiple L.A. landmarks. Although only 40% complete, True Crime was first shown at the 2002 E3 event in May, where it was slated for an April 2003 release. Activision emphasized the geographical accuracy of the game's Los Angeles, as well as the different styles of gameplay.

In December, Activision showed a 60% complete version of the game. They revealed the size of the game's Los Angeles had been reduced to roughly 300 square miles (777 km2). To recreate the city, the developers used commercial satellite imaging, GPS technology and traditional photographs, with the in-game city stretching from the Hollywood Hills to Downtown to Santa Monica to Marina Del Rey. They also revealed details of the branching plot, with many levels having two or three opening cutscenes, depending on what the player has done in previous levels. They stressed it would be rare for the player to find a "Game Over" screen; usually a failed mission will simply lead to a later level by way of a different path than had the player completed the mission successfully. The also revealed the game would have three completely different endings, and that the player could play through the game multiple times, experiencing a different narrative and different levels every time. They also announced the game would feature roughly one-hundred randomly occurring crimes that the player has the option of solving whilst driving around the city. The "Good Cop/Bad Cop" system was also shown for the first time, although it was still in a rudimentary state of development. The casting of Russell Wong as protagonist Nick Kang and Gary Oldman as the game's main villain was also announced.

In April 2003, Activision announced the main cast of voice actors; as well as Russell Wong and Gary Oldman, the game would also feature Christopher Walken, C. C. H. Pounder, James Hong, Mako, Ron Perlman and Keone Young. Several days later, Michelle Rodriguez and Michael Madsen were also added to the cast.

The game was next shown at the 2003 E3 event in May. Although not a final build, both IGN and GameSpot were impressed. IGN's Sam Bishop wrote *"it's clear that Luxoflux isn't trying to bust out a quick and dirty Grand Theft Auto clone."* GameSpot's Jeff Gertsmann praised the integration of gameplay types, writing *"The interesting part is how well all these game mechanics mesh together to form a mission-driven yet open-ended game."* During the show, Activision again

announced the size of the game's city had been decreased, this time to 240 square miles (622 km2). However, they also announced that over one-hundred landmarks in L.A. were featured in the game, in their exact geographical locations, such as the Los Angeles Convention Center and the Staples Center.

On October 22, they sent the final build of the game to gaming websites. Several days later they confirmed rumors that Snoop Dogg was an unlockable character, with his own mission and car. They also announced they had signed an exclusive licensing deal with PUMA; Kang would be wearing several pieces from PUMA's Fall 2003 catalogue. Barney Waters, marketing director for PUMA North America stated *"Video gaming is a phenomenon with a diverse appeal. From the skate kids, to the hipsters and fashionistas, gaming is the common denominator to a widespread audience, and a distinctive medium for PUMA to utilize to interact with consumers."*

In late October 2003, two weeks prior to the game's scheduled release of November 4, novelist Robert Crais claimed that the game's protagonist, Nicholas Kang, was a direct copy of the protagonist of many of Crais' novels, Elvis Cole. Crais filed a lawsuit which claimed *"True Crime is substantially similar to the Elvis Cole novels,"* and accused Activision of copying *"protectable expressions."* The suit sought for an injunction to prevent Activision from shipping the game, for undisclosed monetary damages, and for the *"destruction of all infringing works."*

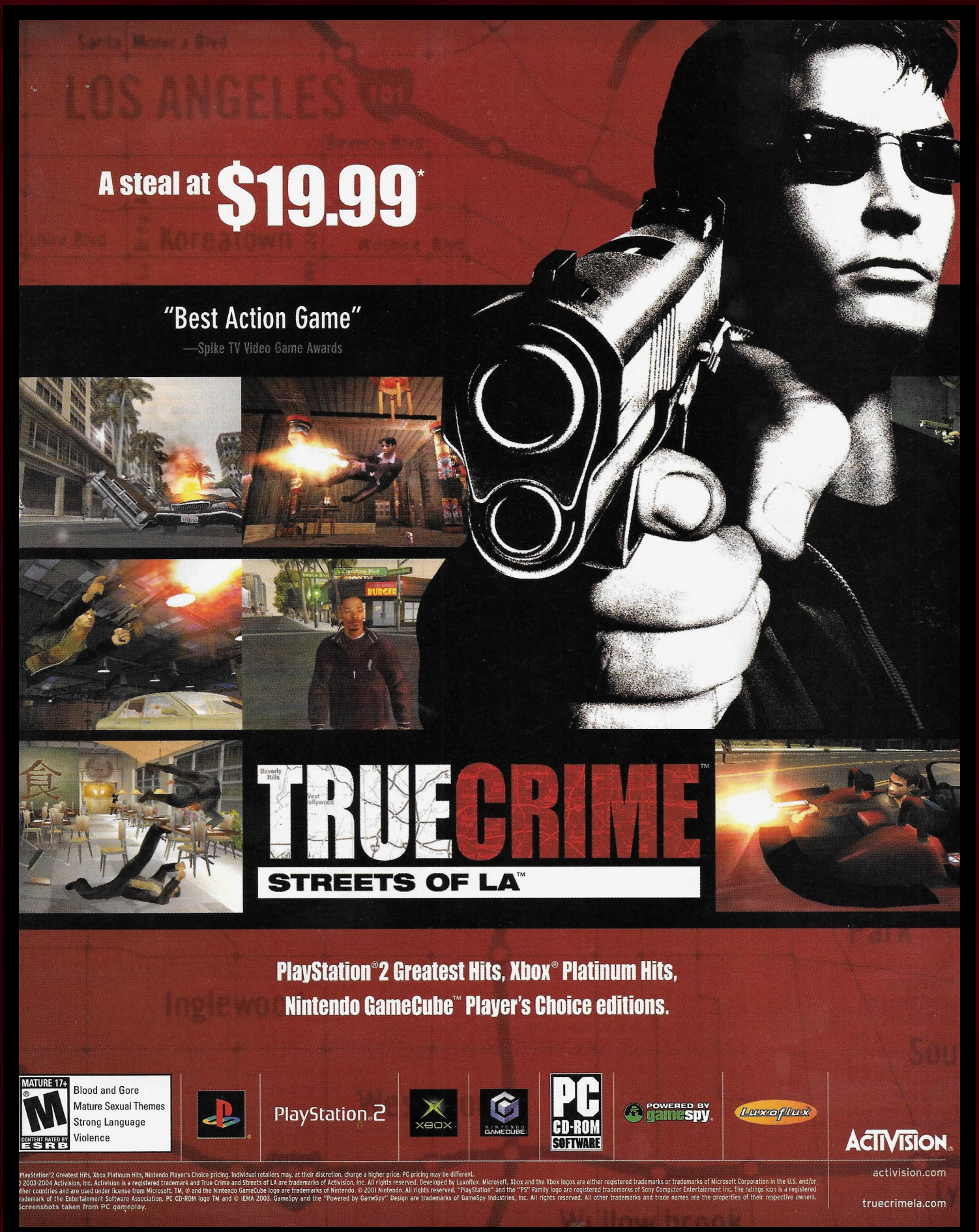
The lawsuit failed to prevent the scheduled release of the game, and on November 6, Crais dropped the complaint entirely. After reviewing Luxoflux's development materials for the game, Crais was satisfied that lead designer Peter Morawiec had not copied the character of Kang from that of Cole, but was in fact a fan of Crais and was paying homage to his work. Shortly thereafter, Crais released a statement on his official website in which he wrote,

"Activision's and Luxoflux's open and honorable response both surprised and impressed me. They allowed me and my lawyers full access to a special unlocked pre-release version of the game, provided a complete game script, flowcharts of game action, and provided all-important clarifications to statements that had been attributed to Mr. Morawiec (turns out the guy was a fan of my work, and was simply expressing his admiration). In short, they did a damned fine job of defusing what could have been an ugly situation. Based upon our review of those materials, we have concluded that Activision has not infringed upon my copyrights. Accordingly, I have dismissed the lawsuit against all parties. I want to thank Activision, Luxoflux, and Mr. Morawiec for the cooperative nature in which they brought the case to a quick conclusion. Cynics please note: No money exchanged hands. And, lastly, be advised that I spent several hours reviewing this amazing game. It rocks."

The game was a commercial success. During its first two weeks on release in North America, it sold over 300,000 units across all platforms. Ultimately, the game went on to sell over 3 million units worldwide across all platforms.

True Crime received mixed to positive reviews. Common criticisms were graphical and technical problems, an unlikable protagonist, and poorly implemented gameplay. Many critics, however, praised the ambitious nature of the game, the differentiation between itself and Grand Theft Auto III, the branching storyline system and the overall 'feel'.

IGN's Aaron Boulding scored the console versions 9 out of 10, giving the game an "Editor's Choice" award. Boulding wrote *"the greatest strength of this Luxoflux game is the integration of story and layers of game design into one cohesive package."* He praised the gameplay, especially the Good Cop/Bad Cop system and the upgrades system. He also praised the absence of loading screens. However, he wrote of the graphics, "*there are far too many clipping issues that come up far too often to be ignored. Similarly, the camera ties into the clipping problems so that there will be times when the camera will float through and behind a wall or tree during a fight so that you can't see the action at all."* He concluded *"True Crime is an enjoyable game if you can clear your mind of Grand Theft Auto expectations [...] It's a lot of fun despite the burden of the camera system and other technical glitches. It doesn't, nor should it, replace Grand Theft Auto by any means. True Crime has enough good to counter the bad and stand on its own."*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Screenshots taken from PC gameplay.

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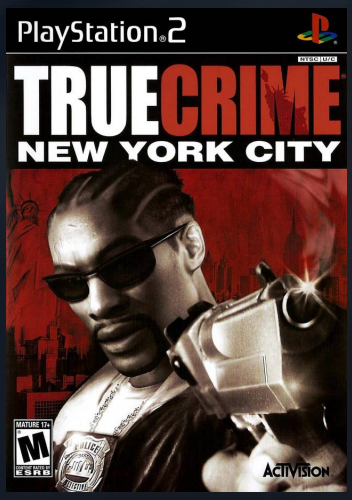
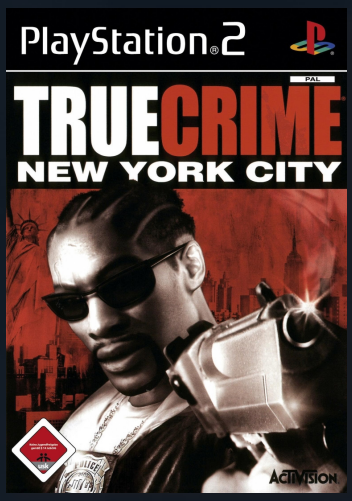
activision.com

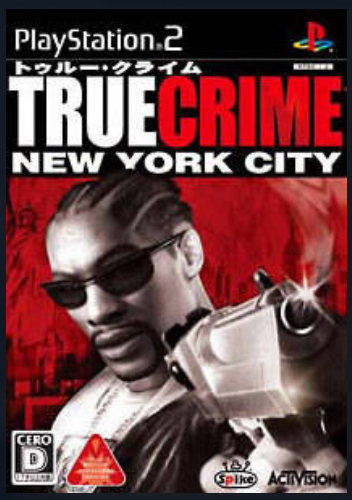
True Crime: New York City

6.0

Developer	Luxoflux, Z-Axis
Publisher	Luxoflux
Release date	(us) November 15, 2005
Genre	Action-adventure
Mode	1 Player







J N P

True Crime: New York City is a 2005 neo-noir open world action-adventure game originally developed by Luxoflux for PS2, Xbox and GameCube. It is the second entry in the True Crime franchise, after True Crime: Streets of LA.

The game tells the story of Marcus Reed, a former New York City gang member turned police officer. On his first night on the job after receiving a promotion to detective in the Organized Crime Unit, Reed witnesses the death of his mentor. Helped by an FBI agent who is investigating a mole in the OCU, Reed sets about finding out who killed his friend and bringing down the mole.

Like the previous game, this is an open world action-adventure game played from a third-person perspective. There are four "major cases" in the game; the Magdalena Cartel, the Palermo Mob, the Presidents Club, and the Shadow Tong. When the game begins, only the Magdalena Cartel case is available for play, but once that case has been closed, the player is free to play the remaining three cases in any order they wish.

The player can travel across the city freely, commandeer vehicles, do whatever they want in terms of attacking and/or killing innocent civilians, progress through the storyline at their own leisure, spending as much time traversing the city as they wish, and engage in minigames and sidequests. The three main sidequests are a street racing circuit, an underground fight club tournament, and securing confidential informants.

A major difference from previous open world action-adventure games, including the game's predecessor, Streets of LA, is that many buildings throughout the city, beyond those related to the game's story, are accessible to the player. These include pharmacies, where the player can purchase medicine, and delis, where they can purchase food (both of which restore lost health), clothing stores where they can purchase new outfits, car dealers where they can purchase new cars, dojos where they can purchase new fighting techniques, record stores where they can purchase new songs for the game's soundtrack, gun stores where they can purchase new weap-

onry and ammunition, and other random buildings such as hotels, nightclubs, restaurants, and apartment buildings. Players can also purchase food from hot dog stands. In most business interiors, players can extort the owner for extra cash and/or plant evidence to make an arrest.

Another new addition to the True Crime franchise is the ability for the player to traverse the city not just on foot or by car, but by using public transport. The New York City subway system is available for use, and the player can also hail yellow taxis at any time, requesting transport to any point on the map. Both modes of transportation require a minimal fee.

The main game involves three main types of mission, each with its own unique gameplay; shooting, fighting and driving.

During shooting missions, the game auto-targets the closest opponent. If the player wishes to switch target to another opponent, they must do so manually. The game feature the same "Precision Targeting" as the previous game. Players can also take cover during shootouts, firing from behind cover when the opportunity presents itself.

In hand-to-hand combat, the player has three main attacks; light attack, heavy attack, and grapple. When the player grapples an opponent, they are free to throw them, or hit them with a number of light and/or heavy attacks. At certain points during combat, the enemy will be stunned, and a meter will appear on-screen prompting the player to press either the heavy attack or light attack button as much as possible within a set time. The more times the player presses the button, the more devastating the resulting special attack. The player can also toggle between different fighting styles, and switch to using a melee weapon at any time.

Driving missions can involve either trying to catch another car, or escape from another car. The car gameplay is similar to the prequel. As with Streets of LA, during normal driving missions, the player can solve random crimes given by the radio dispatcher, although, unlike in the first game, these crimes can now take place inside buildings as well as on the streets. Additionally, the map is divided up into twenty different neighborhoods. When Reed solves a random crime in a particular area, the crime rate in that area drops. After he has solved a set number of crimes in one area, that area is considered "clean," and crime rates will not increase (although random crimes will still occur within the area). If Reed continues to ignore random crimes in a given area before it is clean, the crime rate in that area will increase, leading to stores closing, dirtier streets, boarded up buildings, more aggressive civilians, and resulting in more random crimes needed to clean the area up.

Unlike Streets of LA, where the player could purchase upgrades at the costs of reward points and upon completion of a challenge, upgrades in New York City simply cost money, with no points system and no challenge in place. Upgrades become available for purchase as the player moves up through five grades of promotion. Money in the game can be earned legitimately by collecting wages, or illegitimately by selling evidence at pawn shops and/or extorting business owners.

Like the previous game, this also feature the "Good Cop/Bad Cop" meter. The player's status as a Good Cop or a Bad Cop will affect the game's ending. If the player's Bad Cop score gets too high, the player is considered to have "gone rogue," and other police officers will begin to attack Reed.

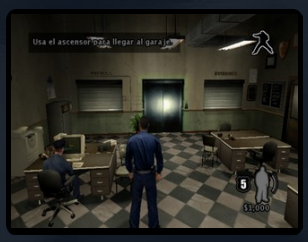
The game was first announced on July 21, 2004, when Activision CEO Ron Doornink announced plans for *"sequels to True Crime, Call of Duty, Spider-Man, Tony Hawk, Shrek, and Quake."* However, nothing more was heard about the game for almost a year; until May 2005, when Activision revealed that the game was so big, developers Luxoflux had drafted in staff from another Activision owned developer, Z-Axis. The game, under the provisional title True Crime 2, was unofficially scheduled for a third quarter release, and was expected to be unveiled at the upcoming E3 event. Doornink stated *"In the third quarter, we plan to release our strongest and most diverse lineup ever--specifically, brand-new games for Tony Hawk, Call of Duty, X-Men, True Crime, Quake, and Shrek. Each of these franchises is targeted at a different consumer."*

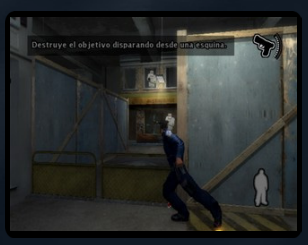
On May 18, Activision debuted a trailer for the game. The trailer revealed nothing about the plot or the location, but simply featured Marcus Reed arresting some criminals. Attached to the trailer was a competition called "True Crime: Guess the City and Win Marcus' Ride." Players were encouraged to go to the game's of-

ficial website and guess in which city they think the game is set. The competition's winner would win a Chrysler 300, Reed's car when the game begins.

On June 22, 2005, True Crime's official website revealed the game would take place in New York City, with an image of the Manhattan skyline appearing as the site's wallpaper. In August, IGN published an interview with former NYPD detective Bill Clark, who had previously served as executive producer and technical advisor of NYPD Blue, and was now working as head technical advisor for True Crime: New York City. Clarke has been with the NYPD for twenty-five years, seventeen in homicide. During his time on the force, he was involved in such major cases as the Son of Sam investigation, and the collapse of several of the "Five Families". Of his involvement with the game, Clarke stated

"Activision approached me because it set out to create a really deep cop game in New York City and felt I could provide insight into what it is really like to be on the front lines and do police work in the city. They felt the more they knew about the realities and details of the job, the better game experience they could make. Specifically, they wanted to know everything - how interrogations work, how we use informants, what type of weaponry is available to officers, how we train, the ranking system, how you become a detective, how precincts work, what members of the Street Crimes Unit do, how murder investigations work, what the badge looks like, how crime tracking stats work, how officers talk, the most dangerous parts of New York, the types of crimes I encountered, some of the stranger situations I've encountered, the humorous stuff that happens on the job, what undercover cops wear, the dangers of undercover and more. I also looked at the game itself for authenticity - to give them advice on how to make NYC look and feel real. I also reviewed the script to give them tips - having helped create an authentic cop drama, I was able to help them translate the realities into an entertaining game experience."





In his efforts to help Activision make the best game they could, Clarke found a compromise had to be reached between reality and the nature of videogaming;

"Working on an entertainment vehicle, and specifically working on a videogame where it is all action all the time, you have to find a way to make the reality of police work fun within the context of the game. For instance, in real life, an interrogation may take five to ten hours to get a tough perp to "flip" and tell you what really happened. Obviously, that doesn't always make a good gaming experience. I tried to lend my expertise to describe all the major events and key interactions that take place in "real life" police work and then Activision finds a fun way to integrate this police work into the game. You'll find interrogations, citations, arrests, use of informants, undercover work, pursuits, and more in the game. We also talked about some of the more dubious behaviors that have taken place in police work - cops going bad and taking bribes, extorting, going rotten - these types of events are also in the game."

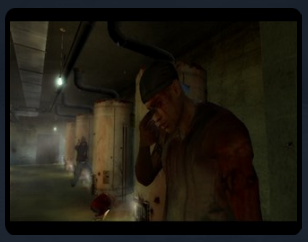
A work-in-progress build of the game was first shown on September 7. Activision revealed the basic plot and announced the branching storyline system from Streets of LA was not being used. Instead, when the player fails a mission, they would simply be given the option to replay it, meaning story content wouldn't be missed. They also announced several features new to the game, including

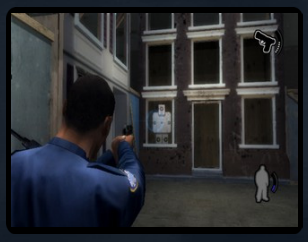
a continuous day/night cycle, a more populated city than Los Angeles in Streets of LA, a much darker palette than the first game, more cars and vehicles, the ability to travel by taxi or subway, and the ability to enter buildings beyond those related to plot. They also explained the precinct component of the game; if the player ignores random crimes in particular areas, shops will begin to close down, the city streets will become dirtier and buildings will be boarded up. It was also revealed the playing area would be 25 square miles (65 km2).

The Producer of the game, Jim Hess, said in an interview;

"With True Crime: New York City, we wanted to remove it from the more juvenile humor that we had in True Crime: Streets of LA. We don't have dragons anymore. We wanted to give the audience more of a mature flavored game. We really wanted it to be like watching a crime drama on TV; The Shield, CSI, The Wire, good story, good feel, more serious tone."

The following week, the main voice cast was announced, including Laurence Fishburne, Mickey Rourke, Christopher Walken, Mariska Hargitay, Esai Morales, and Traci Lords. Marcus Reed would be voiced by Avery Waddell. Details of the soundtrack were released a week later. The soundtrack's headliner was Redman, who was recording an original song for the game, and would also be an unlocakble character with his own minigame, much as Snoop Dogg had in Streets of LA. Tim Riley, worldwide executive of music at Activision, stated *"As an East Coast artist who paid his dues performing in the clubs of New York City, Redman's inspired rhymes bring the gritty realism of the city to life in our game. His bold lyrics and hard-edged funk beats capture the vibes of the city, from Washington Heights to Harlem and all the way down to Battery Park."* Activision also announced that although the game had only one original song, it would feature over eighty licensed tracks from artists such as Jay Z, Fat Joe, A Tribe Called Quest, The Ramones, The Velvet Underground, My Chemical Romance, The Bravery, and Bob Dylan.





As part of the video game's launch, PUMA announced a unique sneaker mission within the game, and the production of a special edition sneaker. In the game, if players find all of the True Crime RS-100 sneakers throughout the city and return them to real New York City retailers featured in the game, the player unlocks an exclusive PUMA outfit for Reed. In addition, players could purchase the limited-edition True Crime RS-100 sneakers within the same New York City stores in the real world.

On September 26, 2005, Raymond Kelly (New York City Police Commissioner) and Patrick Lynch (president of the Patrolmen's Benevolent Association of the City of New York) called for a boycott of the game, citing its depiction of law-breaking police officers as damaging and offensive. In an interview with the New York Daily News, Kelly stated *"It's an outrage. I think it disrespects all police officers."* Although the game was made in conjunction with two former NYPD detectives, Bill Clarke and Tom Walker (author of Fort Apache: The Bronx), and although the police force in the game is called the PDNY (as opposed to the real life NYPD), Kelly stated *"It's totally inappropriate. It's a tough job, a dangerous job, and this undermines what police officers try to do. I'm saddened that some former members of the department are linked to that video game."* Lynch said of Clarke, *"The cop who worked on this video should look in the mirror. He makes it harder for everyone working the job."* Clark re-

sponded by commenting that police unions *"should stop worrying about video games and spend more time getting cops more than a $25,000 starting salary."*

True Crime did not sell well, falling considerably short of Activision's expectations. In North America, Streets of LA sold over 300,000 units across all platforms in its first week. Ultimately, it went on to sell over 3 million units worldwide across all platforms. By contrast, New York City sold only 72,000 units in its first two weeks, earning only $3.6 million.

New York City received mixed reviews, with reviewers citing numerous technical and graphical glitches, leading many to speculate the final stages of development had been rushed.

IGN's Chris Roper scored the console versions 7.8 out of 10, praising *"how well your general duties as a cop are tied into the game, working very well alongside your own personal investigations,"* and finding the gameplay and game mechanics superior to Streets of LA. His main criticism was *"it doesn't really take any risks [...] it doesn't feel like it's an altogether new gaming experience."* However, he wrote *"True Crime's strengths lie in the solid ways that everything is put together."* He concluded *"it's a solid title through and through, but you won't find a whole lot of water cooler moments in there [...] If you're tired of the whole GTA thing and want more substance, this may not be the game for you. For everyone else though, TC: NYC is definitely worth checking out."*

Eurogamer's Jim Rossignol scored the PS2 version 6 out of 10, writing *"True Crime trips over its own inflated Nikes with just a few too many moments of lamentable emptiness."* He was critical of the AI; *"The perps you take down never suggest that they are anything other than mindless automata ready to be slain, and exhibit an artificiality that could never be described as 'intelligence'."* He also compared the game unfavorably to Grand Theft Auto: San Andreas; *"while artistically more accomplished, New York City lacks the personality of the big daddy. And there is little in the way of humour."*

GameSpy's Sterling McGarvey scored the PS2 version 2.5 out of 5, writing Luxoflux have *"turned a slightly above-par GTA clone into a sub-par franchise."* He was critical of the recreation of New York; *"textures look rather drab and plain, and the draw distance looks blurry and uninteresting [...] it really feels as though the development team failed to capture one of New York's most distinctive traits: the raw humanity of it all."* Of the graphics, he wrote, *"the frame rate has a knack for chugging. Considering it's a console and not a five year-old PC running this game, it's unacceptable. Out of nowhere, the frame rate will completely bottom out while Marcus patrols the streets."* He concluded by criticizing the game for being unfinished, arguing anyone who buys it will *"have dropped their hard-earned money to beta test a truly unfinished game."*

GameSpot's Greg Mueller was extremely unimpressed, scoring the GameCube and PS2 versions 4.6 out of 10, and the Xbox version 4.3 out of 10. He accused the game of being *"so riddled with problems that it feels like it was rushed to make it to store shelves in time for the holidays."* He concluded *"True Crime: New York City should be avoided regardless of whether or not you enjoyed the first True Crime. The gameplay has a few almost-decent spots, but the technical problems far outweigh any faint hope this game ever had of being enjoyable. If you're curious about what a video game looks like before it goes through adequate testing and quality assurance, then by all means give this one a try."*

Its lackluster critical response and poor sales figures partially contributed to the abandonment of the True Crime franchise. Originally intended as the first of a two-part series set in New York and featuring Marcus Reed, after the game's poor performance, Activision scrapped the direct sequel and put plans for future True Crime games on hold. In 2007, they hired United Front Games to develop an open world game set in Hong Kong. By 2009, this game had become True Crime: Hong Kong. However, in 2011, the game was canceled. The publishing rights were picked up by Square Enix several months later, and True Crime: Hong Kong was ultimately released as Sleeping Dogs, which has no connection to the True Crime series. In 2014, Activision dropped the True Crime trademark completely.

Truck Kyousokyoku

7.4

J

Developer	Metro
Publisher	Metro
Release date	(jp) December 14, 2000
Genre	Racing
Mode	1 Player

Truck Kyousokyoku is a linear against-the-clock racing games with branching paths. The basic premise of the game is to pick one of four truckers and drive overnight to return home. The journey takes place over five stages with a strict limit. Players also has to deal with an enemy truck who turns up once a stage. Ramming the other truck let players gain more time to complete each checkpoint.

Truck Racer

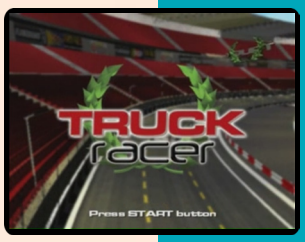
6.7

Developer	Nordic Games Publishing
Publisher	Nordic Games Publishing
Release date	(eu) June 25, 2009
Genre	Racing
Mode	1-2 Players

Truck Racer is a one or two player racing game where players race with trucks. Eight tracks in eight countries are included, as well as different trucks such as a firetruck, army truck or vans.

Players can race against seven AI opponents in normal races or in the stunt arena. More progress unlocks trophies and more content.

"mobygames.com"



P

Truck Racing 2

3.0

P

Developer	Brain in a Jar
Publisher	Midas Interactive Entertainment
Release date	(eu) October 28, 2005
Genre	Racing
Mode	1-2 Players

Truck Racing 2 is another racing game where players race in trucks. The game feature season championships, challenges and open race modes. The ability to race day or night over 12 international circuits. And unlock and race numerous trucks, each with a different handling.

The game also feature a 2-player split screen gameplay.

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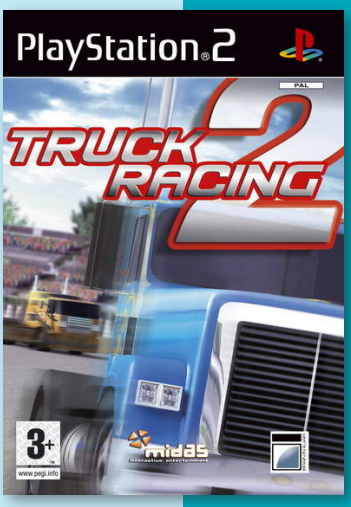
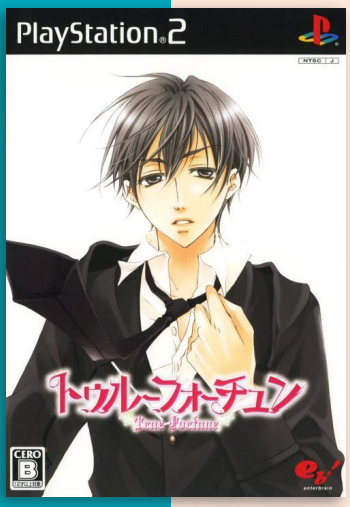


True Fortune

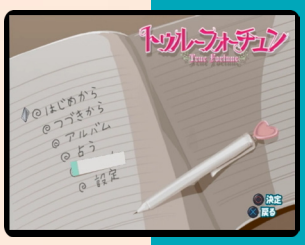
4.0



Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) September 25, 2008
Genre	Visual novel
Mode	1 Player

True Fortune is a visual novel with an otome ("maiden game") setting. The gameplay involves the player picking one or more fortune cards each morning that describe events, then picking which guy to that will take part in the 'event'. After the school is over, the events will happen, and the player can try to go on a date with one of the guys.

The game feature character designs by Reine Hibiki.



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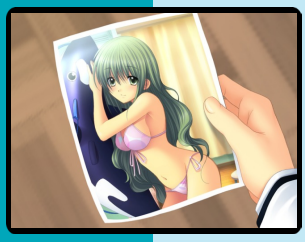
True Tears

6.4



J

Developer	La'cryma
Publisher	Sweets
Release date	(jp) August 7, 2008
Genre	Visual novel
Mode	1 Player

The game story follows the male protagonist who is a high-school student. The story focuses on day-to-day life of the student, thinking about dreams and aspirations for the future until the time of graduation. During his time as a student, he will meet many friends, most of them being girls, and lend them his hand in the time of need. As the title implies, true tears come from worries and troubles that students have to face and thinking of their path in life after graduation.

It is a visual novel for the most part, meaning players constant conversations with other characters and occasional choices which, unlike the typical story branching, are used to help girls in need. Whether players give them advice, lend a moral support or praise them, players can reduce their stress and worry level which is displayed as number of tears. Each week on the calendar players can select up to three days and characters they wish to talk to and help them in their hour of need. Players can see how stressed a character is by the number of tears next to their character icon.

The original Windows game did not include adult content, so there was nothing to be stripped for PS2 port. In addition to the game, the port also includes bonus Drama CD as well as School Graduation Album booklet and event CG.

PlayStation 2

いっしょのクラスになれるといいね。

True Love Story★

トゥルーラブストーリー3

2001年3月
発売予定

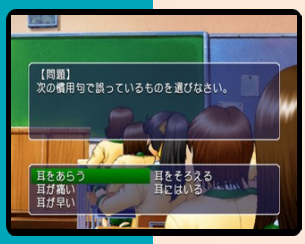
■恋愛シミュレーション
■プレイステーション2用 DVD-ROM

enterbrain

●「TLS3」情報はココで!
http://www.gameeb.com

True Love Story 3

5.8



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Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) April 5, 2001
Genre	Visual novel
Mode	1 Player

True Love Story (トゥルー・ラブストーリー) is a series of dating sims. The True Love Story series are notable for their gekō (下校), or walk-home system. When the player asks a girl to walk home with him from school, the game enters a special conversation mode. In this mode, in addition to the usual long-term, strategic "love meter", the girl the player are conversing with has a short-term, tactical "heartthrob meter" representing her level of immediate interest in the conversation with the player. The player is given the choice of approximately 30 topics of conversation to choose from, and the heartthrob meter will increase or decrease based on the appropriateness of his selections. High heartthrob can then be leveraged to ask the girl out on a date, or simply to effect a permanent increase in her love meter.

In True Love Story 3, players, as the protagonist, is a junior high school student. He secretly have a crush on Takane Aotsuki, the dream girl at the school. She loves to take care of the school garden, and broadcasting during the lunch break. Players can also pursue the other 9 heroines, including his twin sister.

Players will need to work their schedule around a girl's classes and life in order to meet them in opportune occasions.

Enterbrain Collection

True Love Story: Summer Days

7.9

Developer	Game CRAB
Publisher	Enterbrain
Release date	(jp) July 24, 2003
Genre	Visual novel
Mode	1 Player

True Love Story: Summer Days, and yet... is another game in the True Love Story series about the high-school life of schoolgirls. The game follows the same formula as the rest of the series and is set in Hisaka High School. The game also feature a "redo" option for players to revert back a day and play it over again.

This was the only title of the series with an anime adaptation.

J

8.1

Triggerheart Exelica Enhanced

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) March 26, 2009
Genre	Shooter
Mode	1 Player

Trigger Heart Exelica, a port of the 2006 arcade game Triggerheart Exelica, is an arcade-style top-down shooter composed of 5 stages. Most levels take place in futuristic environments such as sky cities and space stations. The player is given a choice of one of the two Trigger Hearts at the beginning of the game - Exelica, who emits a wide fan of weak shots, and Crueltear, who fires a narrowly concentrated barrage of projectiles. However, the firing pattern of guns matters little during the game, as Trigger Heart's Anchor Shot is common to both models. By using the Anchor Shot Trigger Hearts are able to grab, swing, use as a shield, and hurl back any flying enemy vehicle in the game, including the bigger enemy battle cruisers. When thrown, the enemy cuts a path of destruction across the entire screen, causing explosive chain reactions between adjacent ships and occasionally even obliterating bosses in one hit. The Anchor Shot is a tricky weapon to use, as it requires the player to circle the analog stick in order to give enemy ships more inertia while continuing to dodge enemy fire. The trajectory of the released enemy is also somewhat difficult to predict. Another innovative feature of Trigger Heart Exelica is AI-adjusted boss difficulty level, which will cut more slack to the inexperienced player, while attempting to punish the pros.

In addition to the original Arcade mode the home version of the game includes a Story mode, which adds fully voiced cutscenes, additional endings and bosses throughout the game, and Arranged Mode, which is just like the arcade mode, but is limited to Normal difficulty, no continues, and only two lives, and serves as a challenge to the most experienced players.

The PS2 port includes a new opening movie, story mode and CG sequences. TH44 Faintear is now a player selectable fighter and The Triggerheart Backupper C'r_na, originally only a story concept, now appears in the game.

This deluxe box set includes the game along with a Nendoroid figure of protagonist Exelica made by Good Smile Company.

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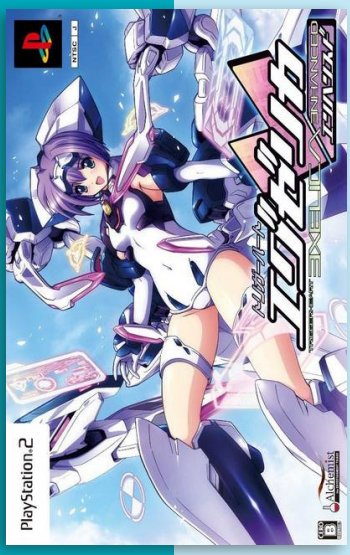
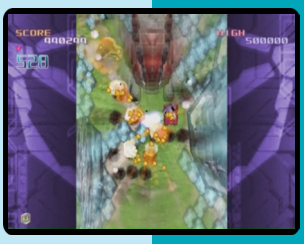
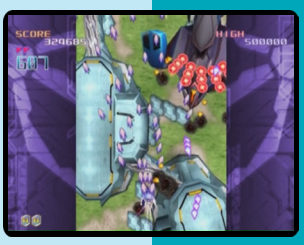
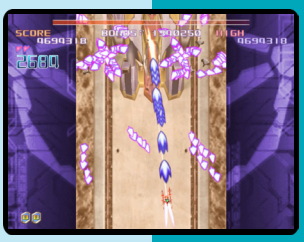
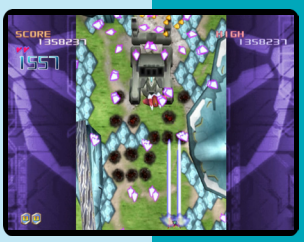
Nendroid Super Set





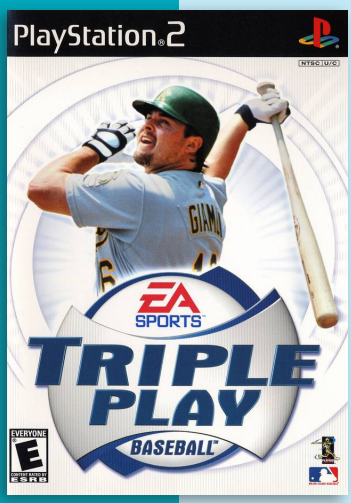






Triple Play Baseball

7.4

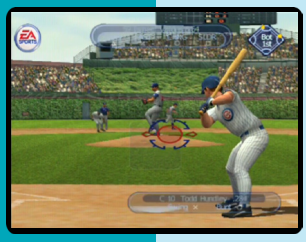


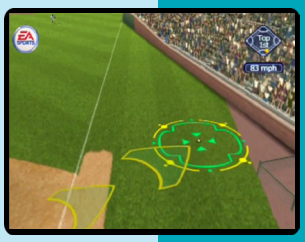
Developer EA Sports
Publisher EA Sports
Release date (us) March 12, 2001
Genre Sports
Mode 1-2 Players

Triple Play Baseball is is part of the EA Sports line of MLB Baseball sims released for the PlayStation, PS2 and Windows. It would be the last game in the Triple Play series released for the PlayStation and Windows. However it was first game in its series to be released on the PS2. It features the 2001 rosters and 2001 stats.

Like previous editions players can pick from any of the teams in the National League or American League. The new game featured a robust "create a player" option and Big League Challenge Mode. The players can play a single player game, a full season, playoffs, or Home Run Derby. Team selection and transfers come under player control. On the PS2 version, Sean McDonough provide the commentary.

IGN gave new version for the PS2 a 7.2 out of 10 with sparkling next gen graphics and improved game play/game modes. Meanwhile the PlayStation version got a 7.2 out of 10 despite its many problems remaining unfixed but it did get a rating boost over the previous year due to its robust create a player option and Big League Challenge Mode.





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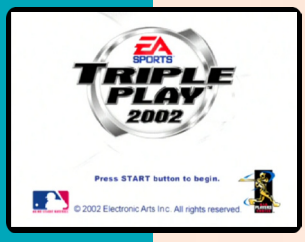
Triple Play 2002

6.5



J N

Developer Pandemic Studios
Publisher Electronic Arts
Release date (us) March 11, 2002
Genre Sports
Mode 1-2 Players

Triple Play 2002 expands on its predecessors with updated player graphics, including 3D face scans of some major league players, and updated major league ballpark graphics. Gameplay modes include single game, season, and home run derby (but no franchise mode). Triple Play 2002 features voice commentary from familiar sports personalities Bob Costas and Harold Reynolds. Triple Play 2002, like its predecessors, also includes the ability to customize the game by letting players create their own teams and players to use along side the 2001/2002 Major League rosters.

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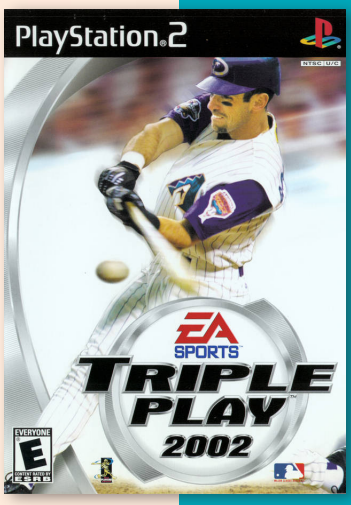
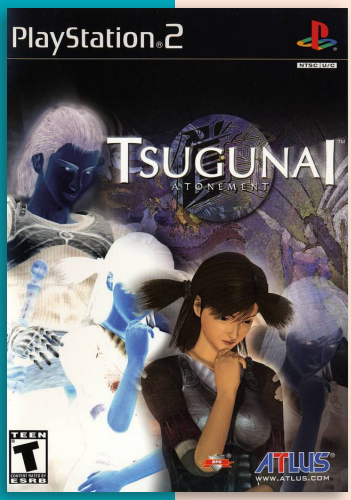
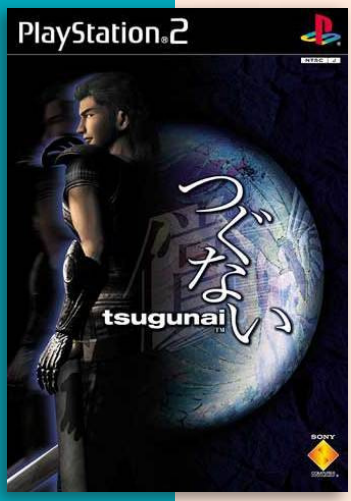


Tsugunai: Atonement

6.7





Developer	Cattle Call
Publisher	SCEI, (us) Atlus
Release date	(jp) February 22, 2001
Genre	Role-playing
Mode	1 Player

Tsugunai: Atonement (つぐない) is a role-playing game developed by Cattle Call for the PS2.

The main character, Reise, is a Raven, a sort of mercenary who takes dangerous jobs to earn a living. The game opens as Reise climbs an ancient tower to retrieve the Treasure Orb, a sacred artifact. In doing so, he angers the gods, who retaliate by separating Reise's body and soul. In order to atone for his sins, Reise must demonstrate kindness and courage by assisting the denizens of a small fishing village. He accomplishes this by possessing the bodies of those he needs to help, in order to allow them to accomplish tasks that they will not or cannot accomplish by themselves.

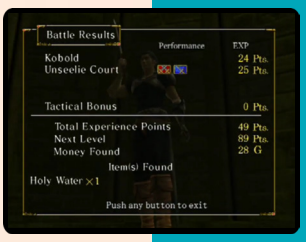
The game is broken up into around 35 different "quests". Some of them involve the principal characters, while some are more peripheral and lets the player explore the lives of some of the other characters in the village. All combat-oriented quests involve the principal characters. Once Reise meets the quest's objective, the quest is solved and the story advances, often changing the situation in the village and opening up new quests.

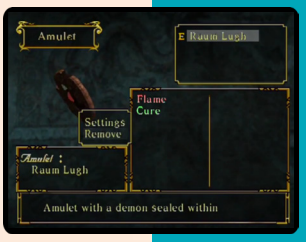
Even though the game involves many different characters, the mechanics treat the characters as equal, except in the case of the weapons they can equip. Magic, supplementary equipment, and items are carried over from quest to quest, regardless of whom Reise possesses.

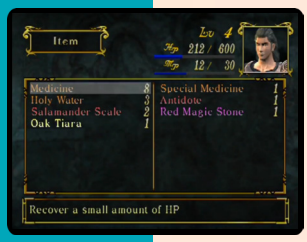
The musical score for Tsugunai: Atonement was written by composer Yasunori Mitsuda, better known for his earlier work on games in the Chrono series, Mario Party, Xenogears, and Shadow Hearts.

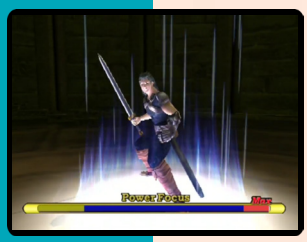
Tsugunai: Atonement sold poorly, debuting at number 19 on the Famitsu Japanese sales chart and selling 6,261 units.

Upon its release in North America, the game was met with a mostly average critical reception alongside some mixed reviews. Tsugunai: Atonement currently holds aggregate scores of 68.5% on GameRankings and 67 out of 100 on Metacritic.

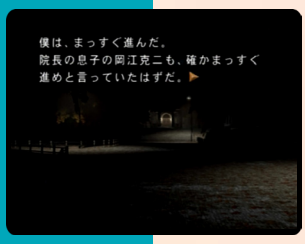


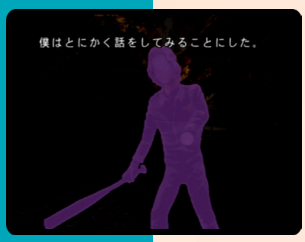






Tsuki no Hikari: Shizumeru Kane no Satsujin





Developer	Open Sesame
Publisher	Victor Interactive Software, Marvelous
Release date	(jp) May 23, 2002
Genre	Sound novel
Mode	1 Player

Akagawa Jirou Mystery: Tsuki no Hikari - Shizumeru Kane no Satsujin is a sound novel based off Akagawa Jirou's book called Shizumeru Kane no Satsujin. The game was released for both PS2 and Nintendo DS.

The story puts players in a role of a high-school teacher who due to a painful breakup leaves his old workplace and comes to a far away place to start a new job at Bell Garden school. The mystery begins when he overheard a screaming woman.

Game progress advances as a mystery novel. As the case becomes obvious players will investigate and use deductive skills to find out the culprit and the motive behind the crime.

Tsuki wa Higashi ni Hi wa Nishi ni: Operation Sanctuary

8.1

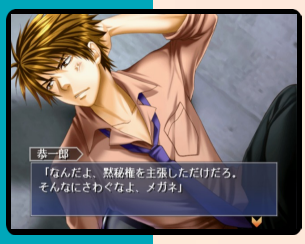
Developer	August
Publisher	Alchemist
Release date	(jp) October 7, 2004
Genre	Simulation
Mode	1 Player

Tsuki wa Higashi ni Hi wa Nishi ni: Operation Sanctuary is a console port of an adult visual novel for Windows with the same name. This PS2 and DC console port, however, has all the adult scenes removed and dialogues adjusted.

The protagonist, Naoki Kazumi, is a boy whose parents died in an accident five years ago, and his memory went along with it. Since he had nowhere else to go, he lives with his cousin Matsuri Shibugaki and her parents. The days goes by as usual, until one day up on the school's rooftop, while Naoki is taking a nap, out of nowhere, a girl falls out of the sky. This girl, called Mikoto Amagasaki, comes from 100 years in the future, and she went back in time with the intention of finding her brother. When Mikoto sees Naoki, she mistakes him for her brother.

Tsuki wa Kirisaku

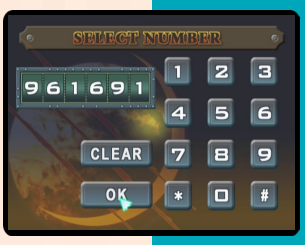
5.2



Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

Tsuki wa Kirisaku: Tantei Sagara Kyōichirō is a detective adventure game in the veins of visual novels featuring a third-rate private investigator, Kyouichirou Sagara. After having a few drinks too much, he hits off with a woman he met in a pub and ends up going to his room. However, upon coming back to his senses, he barely remember how he got here or where here is, and to top the suspense, he finds an unfamiliar woman on the bathroom floor. Trying to think of a way out of his predicament, he is caught by the police just as he was about to step outside. As he skillfully wiggles his way out of the interrogation room, he has a case to work on, something which will get more and more complicated as the story progresses.

The limited edition contains: the game, a special drama CD and an artbook.



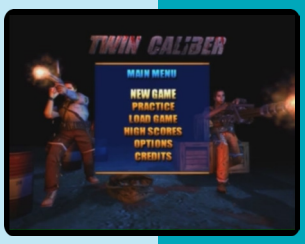
Twin Caliber

Developer	Rage Software
Publisher	Rage Software
Release date	(eu) November 1, 2002
Genre	Shooter
Mode	1-2 Players

Twin Caliber is a co-op third person rail shooter for two players. One plays a police sheriff and the other a criminal. They must band together to unravel a dark mystery around a graveyard full of zombies. The game comes with 26 levels, nine level and a handful of different enemies, including zombies, demons, slugs and cultists.

Twin Caliber's unique twist is to allow the player to aim and fire two weapons at two separate targets at the same time. Each analog stick on the PS2's controller controls the aiming of one weapon, which has a full 360 degrees. As the game is presented from a third person camera that changes and shifts as the player progress, dotted lines are drawn at all times to show where each weapon is aiming. Points are awarded for killing enemies, particularly multiple at a time from different angles.

5.2



Tsuyo Kiss: Mighty Heart

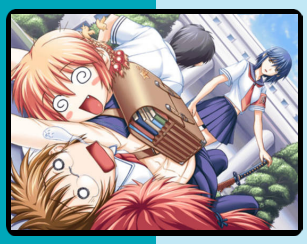
7.6

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player

Tsuyo Kiss: Mighty Heart originally began as a visual novel eroge for Windows as Tsuyokiss (つよきす Tsuyokisu) by developer Candy Soft.

The game is about the lives of a group of high school students and the often comedic events that occur in their lives. The main protagonist is an average boy named Leo Tsushima who is secretly in love with the eldest daughter of the Kiriya Corporation and who is the student council president, Erika Kiriya.

Later, a senior female student, Otome Kurogane, knocks out several of the main characters one day when they are trying to sneak into school after being late. Surprisingly, it turns out that she is Leo's cousin that he had not seen for years. Suddenly, Otome decides to move into the same house as Leo, whose mediocre life is changing into something a bit more exciting. In the PS2 version, Leo begins to form relations with Sunao Konoe who is an old acquaintance.



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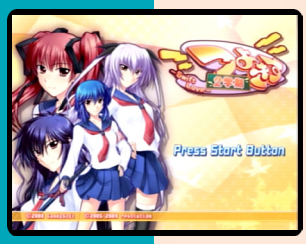
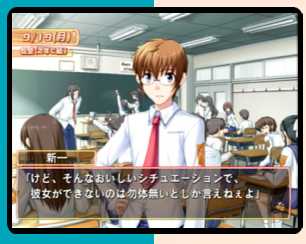
Tsuyo Kiss 2 Gakki: Swift Love

7.3





J

Developer	Revolution
Publisher	Revolution
Release date	(jp) July 30, 2009
Genre	Visual novel
Mode	1 Player

SwiftLove is the continuation to Tsuyokiss: Mighty Heart and tells the story of a second semester of Tsuyokiss series based on the anime with the same title. At the beginning of the second term, Leo has been worried about what to do after graduation because he does not know what his dream is. Then, Serebu Tachibana transfers to his class and she sits down next to him.

SwiftLove is a port of a Windows game Tsuyokiss 2-gakki and came about a year later. Unlike the original game which included adult content, this PS2 port has sex scenes removed and story adjusted to work without it. Additionally, this port features bonus scenario, new heroine, and new CG event scenes.

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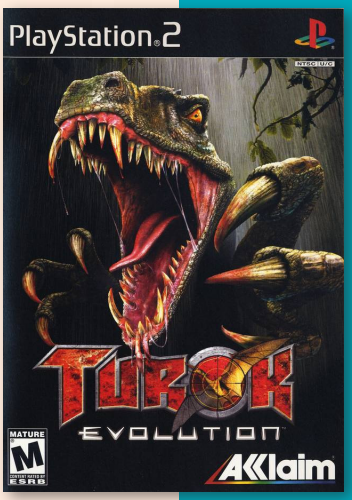
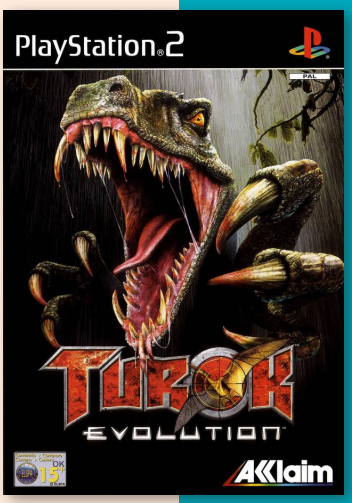
Turok: Evolution

6.1

Developer	Acclaim
Publisher	Acclaim
Release date	(us) August 28, 2002
Genre	First-person shooter
Mode	1-2 Players





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Turok: Evolution is a first-person shooter and a prequel to the 1997 game Turok: Dinosaur Hunter. The game was the last to follow in the series before it was rebooted by a 2008 entry in the series, called Turok. It was released for PS2, Xbox and GameCube, with a later port for Windows.

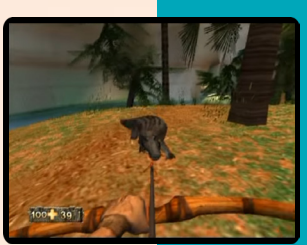
Players take control of Tal'Set, the saviour of natives of the River Village in the Lost Lands, who must confront the evil Lord Tyrannus, leader of the reptilian hordes. Tyrannus is bent on a "Holy Mission" to purify the Lost Land through slaughter and misery. During the fight with his nemesis Captain Tobias Bruckner in 1886 Texas, Tal'Set were injured and sucked in to the Lost Lands. After recovering in the village, he discover that Tyrannus appoints a new general to his armies –Bruckner. So Tal'Set begin the war in a land of lush jungles, suspended cities, mysterious temples, reptile armies, and towering dinosaurs.

In the game players can also fly a fully-armed winged Quetzalcoatlus, use the destructible environment – such as trees and massive rocks – to help their weapons, and order their troops to take cover, establish strategic positions, and even surrender.

Turok: Evolution features four player split screen multiplayer for Gamecube and Xbox and two player for PS2. The game features at least 13 multiplayer maps, several of which contain dinosaur AI bots.

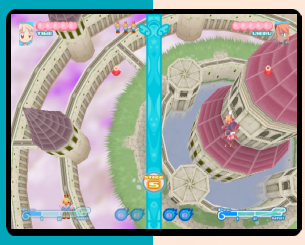
Evolution received mixed reviews upon its release. Publications such as Play magazine and Yahoo! Games praised its *"fierce energy"* and *"general violence and mayhem"*. Common complaints focused on what was called a weak storyline and unimpressive AI. The PS2 version was more heavily criticized than the GameCube, Xbox and PC versions due to poor framerates and inferior graphics.

The game's villain, Tobias Bruckner, lived on through Electronic Gaming Monthly's annual Tobias Bruckner Memorial Awards, which *"honored"* what they perceived to be the worst in video games, with categories specific to the games released in that year.



Twinkle Star Sprites

7.6



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Developer	Now Production
Publisher	SNK Playmore
Release date	(jp) July 28, 2005
Genre	Shooter
Mode	1-2 Players

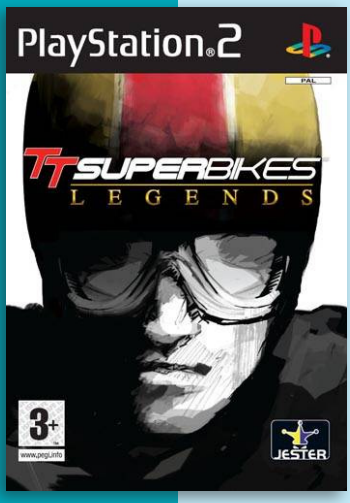
Twinkle Star Sprites - La Petite Princesse is a 2005 sequel to the 1996 arcade game, Twinkle Star Sprites. There was a possibility that it would be released in North America, but after some consideration, at E3 2006, Ben Herman, president of SNK Playmore USA, stated that the game will not be published in North America The decision was that it will not be marketable for the North American audience.

The game plays as a competitive vertically-scrolling shooter, in which two players face off in separated play areas and try to shoot and evade the incoming enemies. Blasting said enemies in succession causes a special attack to be launched towards the opposing player, which is based on the character players selected and ranges from meager fireballs to bosses and targeted attacks depending on the power level and the amount of combos players pull off.

The game uses completely polygonal graphics, and features a story mode, which centers around the adventures of the young witch Time, an arcade mode in which players freely select which character to use, and a 2-player Vs mode and support for online multiplayer. Also included is an unlockable version of the original arcade game.

SNK Best Collection

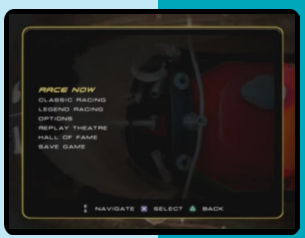
TT Superbikes Legends



Developer	Jester Interactive
Publisher	Jester Interactive
Release date	(eu) November 28, 2008
Genre	Racing
Mode	1-2 Players

TT Superbikes Legends is the third and final game in the Suzuki TT Superbikes series. Unlike the other two games, this version was only released in Europe.

In the game, players can race on six race circuits. Players can also compete in events that recreate historic races and attempt to beat real records in Race Now mode including practice, time trial, fastest lap, AI race, and two-player race.



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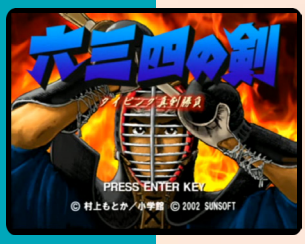
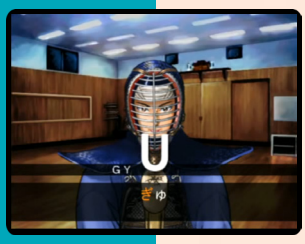
Typing Kengo: Musashi no Ken





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Developer	Racjin
Publisher	SunSoft
Release date	(jp) January 17, 2002
Genre	Edutainment
Mode	1 Player

Typing Kengo: Musashi no Ken is a typing game based on the kendo manga, Musashi no Ken. The game feature several scenes from the manga.

Players take control of the third year high schooler and protagonist, Yusuke Natsuki, who will take on several adversaries in Kendo matches.

By winning matches, players will ned to type the on-screen words as fast as possible.

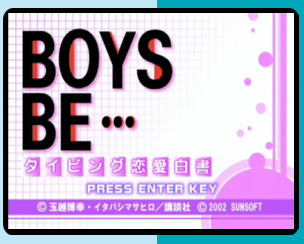
Typing Renai Hakusho: Boys Be...

Developer	Racjin
Publisher	SunSoft, Sunset Entertainment
Release date	(jp) March 14, 2002
Genre	Edutainment
Mode	1 Player

Typing Renai Hakusho: Boys Be... is a typing game based on the Boys Be... manga and anime.

As is usual in the genre, players will have to type on-screen words that appear on-screen. Players can choose from kana or roman alphabet.

The game follow the story of Boys Be.. and feature different romance and dating scenes.



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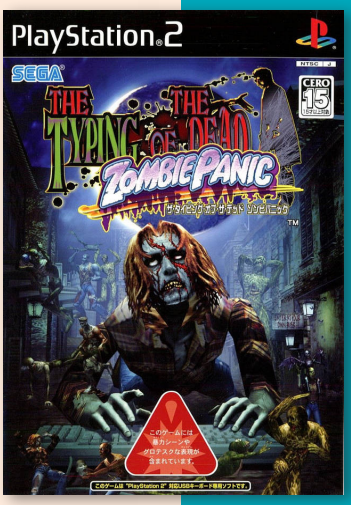
5.6

The Typing of the Dead: Zombie Panic

J

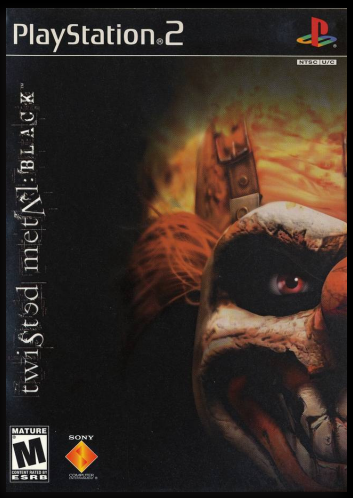
Developer	Sega
Publisher	Sega
Release date	(jp) December 22, 2004
Genre	Edutainment
Mode	1-2 Players

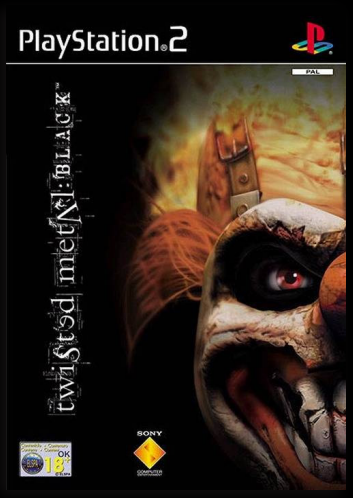
The Typing of the Dead is a modification of Sega's 1998 light gun arcade game The House of the Dead 2 in which the gun is replaced by a computer keyboard. The player takes the role of a secret agent in a zombie-infested Venice and must quickly type letters, words and phrases in order to kill fast-advancing enemies.



Twisted Metal: Black

9.1





Developer	Incognito
Publisher	SCEA, (eu) SCEE
Release date	(us) June 18, 2001
Genre	Vehicle combat
Mode	1-2 (4) Players

Twisted Metal: Black is a vehicle combat game released for the PS2. It is the fifth installment to the Twisted Metal series.

In concept, Twisted Metal: Black is a demolition derby that permits the usage of ballistic projectiles. Players choose a vehicle and an arena—or a series of arenas in the story mode—to engage in battle with opposing drivers. A variety of weapons and upgrades are obtainable by pick-ups scattered throughout the stage. The objective of the game is to be the last one standing.

The basis of the plot follows the same structure as in all the previous games: Calypso runs a car-based contest called Twisted Metal (though in the game the contest is never called that), in which the various characters compete risking their lives to claim the tournament's prize - any single wish they desire, no matter the difficulty, rarity or even reality of such wish. It should be pointed out that while Calypso is indeed malevolent, characters who have malevolent wishes have their wishes granted without him tricking them on the wishes, while those seeking more noble ends find that Calypso usually has the last laugh.

In a somewhat different take from previous games, each character has their own story, which they narrate from their own point of view. Each of them starts with them being visited by Calypso, who knows what they desire and offers them in his contest. More of the characters' background is revealed in their midpoint cutscene, presented as a dream experienced when they briefly pass out after the sub-boss Minion is defeated.

The game takes place within a single city known as "Midtown", with most competitors coming from the city's mental asylum, "Blackfield".

Twisted Metal: Black has a diverse cast made up from both new and returning characters, some of which have changed drastically from their previous appearances. There are a total of fifteen selectable characters, in which ten of them are selectable from the very beginning and the other five must be found and unlocked.

By July 2006, Twisted Metal: Black had sold 950,000 copies and earned $31 million in the United States. Next Generation ranked it as the 61st highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country.

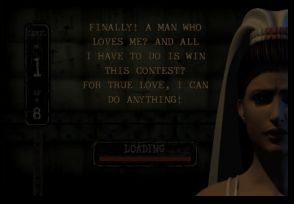
Twisted Metal: Black garnered critical acclaim. It received a rating of 9.5 out of 10 from GameSpot and a rating of 9.6 out of 10 from IGN. In GameSpot's Best and Worst of 2001, the game was nominated for Best Shooting Game, and came in ninth in their Game of the Year category.

Many critics praised its dark and outstanding storylines for each character and its variety of weapons and unlockables, but its hover style controls for not changing much from the previous installments and its unbalanced difficulty were noted criticisms. Maxim gave the game all five stars and called it *"a road rager's dream come true."* Playboy gave it 90% and called it *"Fun for the whole family!"* The Cincinnati Enquirer gave it four stars out of five and called it *"a fight to the finish, so it's important to keep moving and to quickly learn how and when to use each of the weapons."*

Twisted Metal: Black was to have a sequel titled Twisted Metal: Black - Harbor City, though it was never officially announced and the project was later scrapped.

Details on the game were revealed in the Twisted Metal Head-On: Extra Twisted Edition. It was originally planned the levels of Harbor City to be greatly expanded and inter-connected with one another, giving a greater feeling of a single, complete world rather than stand-alone levels.

The four completed levels were included in the game as a bonus feature entitled Twisted Metal: Lost.



Twisted Metal: Black Online

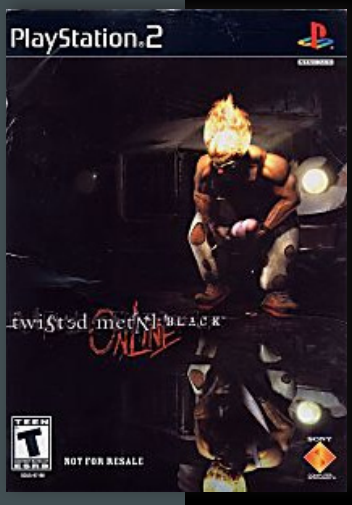
7.9

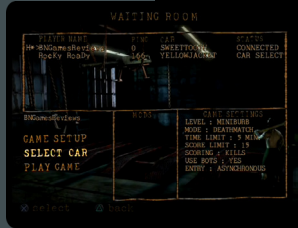
Developer	Incognito
Publisher	SCEA, (eu) SCEE
Release date	(us) August 27, 2002
Genre	Vehicle combat
Mode	1(-8) Player(s)

Twisted Metal: Black Online is essentially the same game as Twisted Metal: Black, except this version is for online play ONLY. There is NO storyline or single-player game.

The game features 15 vehicles from Twisted Metal: Black, such as Sweet Tooth, Axel, Shadow, and Mr. Grimm. It also features 20 levels from the original game.

The are 4 modes of online play: Deathmatch, Last Man Standing, Collector and Manhunt. In Deathmatch the best player wins. Last Man Standing is similar to Deathmatch but players do not respawn immediately, they have to wait until someone wins. In Collector, players have to collect items called 'artifacts'. In Manhunt, one of the players becomes the prey and the others, the hunters.





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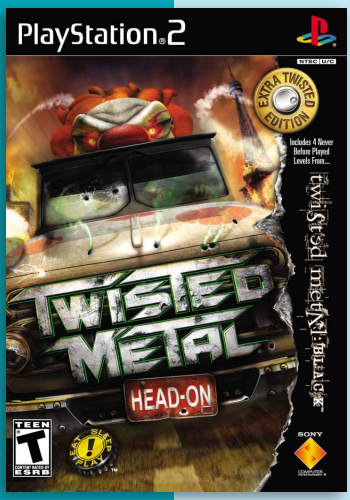
Twisted Metal: Head-On - Extra Twisted Edition



Developer	Eat Sleep Play
Publisher	SCEA
Release date	(us) February 5, 2008
Genre	Vehicle combat
Mode	1-2 Players

Twisted Metal: Head-On is a vehicular combat game released for the PSP and later ported to the PS2. Head-On is the sixth game released in the Twisted Metal series.

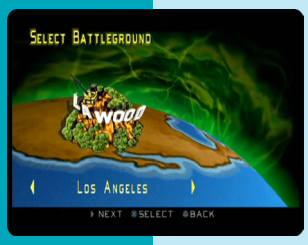
Head-On is a direct sequel to Twisted Metal 2, ignoring the events of Twisted Metal III and Twisted Metal 4. Akin to other games in the series, Head-On revolves around the same theme of a man named Calypso holding a vehicular combat tournament called “Twisted Metal” with the promise of granting the winner whatever they ask for.

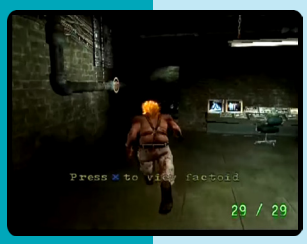
The PS2 port was developed by Jaffe’s newly formed studio Eat Sleep Play and was retitled Twisted Metal Head-On: Extra Twisted Edition. It was never released outside of North America.

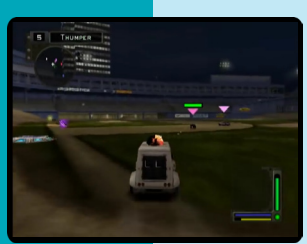
It contains extra features and bonuses such as the live action end movies from Twisted Metal, (which at this point, had never been officially released) a behind the scenes documentary, and a concept art book. There is also a code to download a Twisted Metal soundtrack. The game contained an answer to a question Twisted Metal fans have been asking for a long time. After fans deciphered a message in the Dark Past documentary as reading “Twisted Metal is coming on psthree”, Jaffe confirmed it himself. The PS2 port did not have online play.

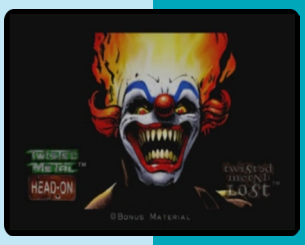
In Sweet Tour, players can run around as Needles Kane and explore a new level on foot and learn facts about the Twisted Metal franchise from the developers. This is simply a bonus feature and not to be confused as a real game. Sweet Tour was going to be a new adventure mode to be included into Twisted Metal: Black 2 (a.k.a. Twisted Metal: Harbor City) before that game was canceled.

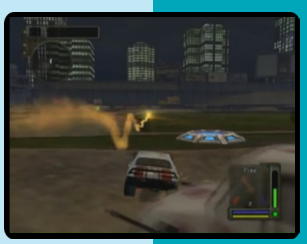
Head-On also includes minigames that players can access via teleporters, which range in location from the Eiffel Tower to the Great Pyramids. These are small games where players must collect power ups while circumventing obstacles that require a variety of tactics, including jumping over chasms, and destroying helicopters using bombs.

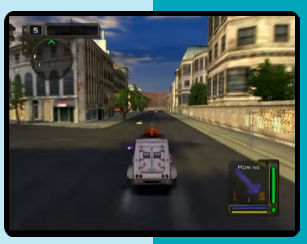


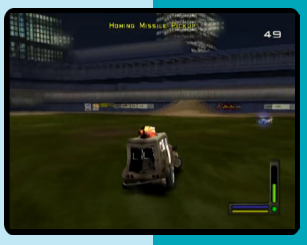






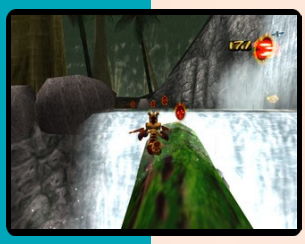






Ty the Tasmanian Tiger

7.0



Developer	Krome Studios
Publisher	Electronic Arts
Release date	(us) October 9, 2002
Genre	Action-platformer
Mode	1 Player

Ty the Tasmanian Tiger is the first installment in the Ty the Tasmanian Tiger series. The game is set on a fictional Australian island and follows the titular character Ty as he searches for "Thunder Eggs" to power a machine to locate five scattered talismans and free his family, who are trapped in an alternate realm known as "the Dreaming" by the series antagonist, Boss Cass, a cassowary plotting world domination.

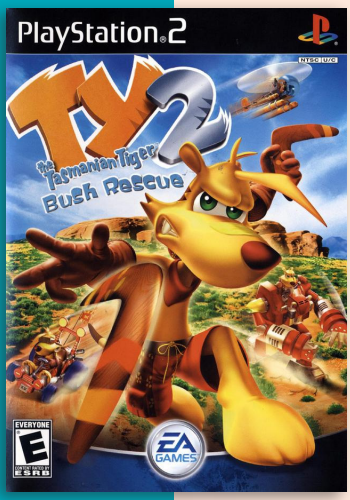
Ty the Tasmanian Tiger is a platform game in which the player controls Ty. The game takes place in "Rainbow Cliffs", which is divided into a series of "zones", each of which act as the hub areas of the game. Each zone contains three portals which lead to a level, similar to Crash Bandicoot. The goal of each level is to obtain Thunder Eggs, which can be retrieved by either performing a certain task, completing a "Time Attack" challenge that can be unlocked upon a level's completion, freeing five bilbies (a group of animals who raised Ty after his parents were imprisoned), or by being found alongside the level's set path. A level is cleared either by collecting a select number of Thunder Eggs and reaching the end of the path, or beating certain mini-games, each will return Ty to Rainbow Cliffs. When at least 17 Thunder Eggs in a zone are obtained, the player navigates to a portal leading to their original locations; inside these portals, the player must fight and defeat a boss before gaining access to a new zone.

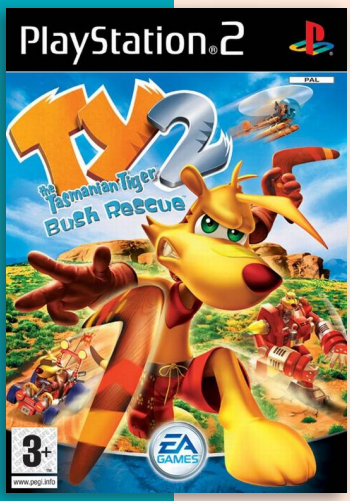
Ty has the ability to jump into the air and uses both biting and throwing his trademark dual boomerangs as his primary means of defense. The player begins the game with two wooden boomerangs, but can gradually increase their collection by finding secret areas, or collecting 15 "Golden Cogs" scattered throughout each level. Another method of retrieving a new boomerang is to complete a boss level, which will give Ty a new "elemental boomerang", each of which possess elemental powers that can be used to gain access to a new zone.

The game received positive reviews from critics.

7.1

Ty the Tasmanian Tiger 2: Bush Rescue





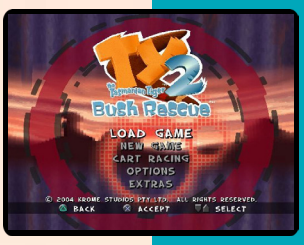
Developer	Krome Studios
Publisher	EA Games
Release date	(us) October 12, 2004
Genre	Action-platformer
Mode	1-2 Players

Ty the Tasmanian Tiger 2: Bush Rescue was released for Game Boy Advance, GameCube, PS2, Xbox and Windows.

The sequel is set in Southern Rivers, a rural countryside divided into many smaller areas, such as Bush Rescue HQ, the town of Burramudgee, and various other inhabited regions. Presented as a non-linear open world game, the player is given a degree of choice as to where to go and the order of what missions to accomplish. While most of the gameplay is on foot, the player is occasionally given a selection of vehicles and weapons to control, which include trucks, mechanical body suits known as "Bunyips", mortar launchers and go-karts.

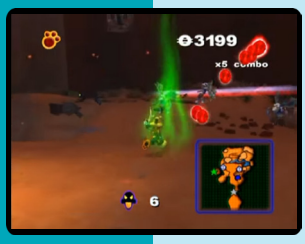
The game progresses by completing missions, which can range from helping town citizens to delivering items from one point to another, destroying mission-critical objects, and defeating certain enemies/bosses. After completing a handful of normal missions, the player is assigned a plot-critical mission, which progresses the game further and unlocks new areas upon completion. Ty's trademark weapons are his dual boomerangs, which can be thrown individually or together to defeat enemies, be used to perform a glide after jumping or falling, manipulate objects, create/clear pathways, and utilize objects for maneuvers. Ty can also use a bite attack, which lunges himself at the nearest enemy, crate, or object with a large jaw chomp. It also allows him to reach hidden areas of objects by chaining bites together (Similar to the Homing Attack in Sonic games). New boomerangs can be purchased using Opals, the game's currency, at Sly's Boomerang Shop in Burramudgee, each with varying differences in combat effectiveness and functionality.

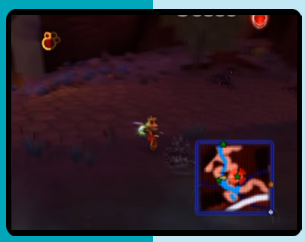
Multiplayer consists of Mario Kart style go-kart racing, where players use various items to disrupt other racers as they compete to reach the finish line. The mode is playable split-screen with two players.

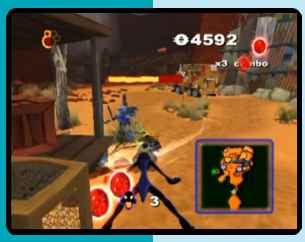


Ty the Tasmanian Tiger 3: Night of the Quinkan

6.8





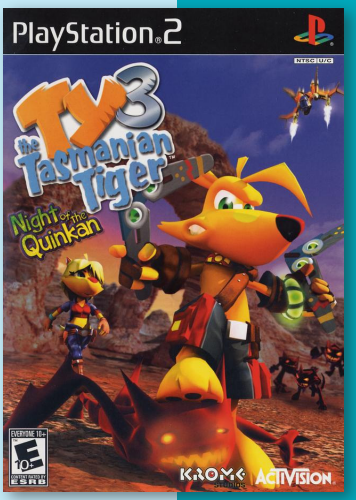


Developer	Krome Studios
Publisher	Activision Value, (au) Activision
Release date	(us) October 12, 2005
Genre	Action-platformer
Mode	1-2 Players

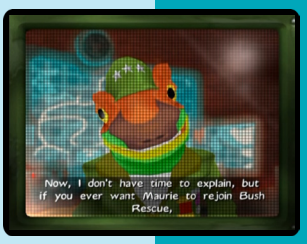
The overall gameplay remains similar to the game's predecessors, with the game's introduction of Bunyip Stones being a new addition to the series. These stones can be equipped to various boomerang chassis to change their functionality or elemental properties. The stones can be mixed and matched to make unique boomerang combinations, (such as explosive Lasorangs or Multirangs that track enemies). At first, Ty has only one boomerang chassis, and no Bunyip Stones whatsoever. However, new boomerang chasis and Bunyip Stones can be purchased using Opals, the game's currency, from various stores spread across Southern Rivers. Bunyip Stones can also be given as rewards for completing the game's various side-quests. With each boomerang chassis having a limited number of Bunyip Stone slots, the player is forced to strategize which stones he or she should make use of and which boomerang chassis to equip them to. Certain Bunyip Stones also cancel each other out. Each stone's effect can also be stacked upon itself to increase its effectiveness (two fire Bunyip Stones equipped to the same chassis have a greater effect than a single one does, for example).

Another major addition was that of a melee combat system. Unlike in previous games, many enemies are immune to damage from thrown boomerangs. Therefore, unless the player has a sufficiently powerful boomerang or a Bunyip Mech, most enemies can only be defeated by melee combat. Incorporating elements from beat 'em up-style games, melee combat consists of a 5-hit combo, a move that throws enemies up into the air, an arial juggle combo and the bite move from previous games. Most enemies also possess a health bar that decreases as they take damage, with most taking multiple hits to defeat.

Multiplayer is present and consists of Cart Racing (similar to Mario Kart) and Gunyip Dogfighting (similar to Star Fox 64, although more restrictive).

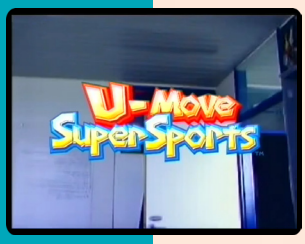


N P



PS2
PlayStation.2

U-Move Super Sports



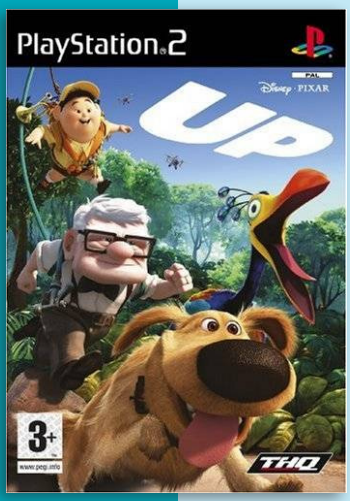
J P

Developer	Konami
Publisher	Konami
Release date	(jp) July 15, 2004
Genre	EyeToy
Mode	1 Player

U-Move Super Sports is a Konami-developed game for the EyeToy. The game features dozens of mini-games, with sports such as Rugby and Soccer being the main basis for levels.

The game is loosely based on the original EyeToy game EyeToy: Play. Many of the games are very similar and it plays much the same. Most levels have a jungle setting with fitting music. Every level is different from the last, and tests different skills.

Up



Developer	Asobo Studio
Publisher	THQ
Release date	(us) May 26, 2009
Genre	Action-adventure
Mode	1-4 Players

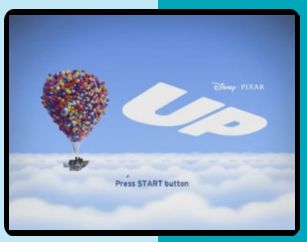
7.2

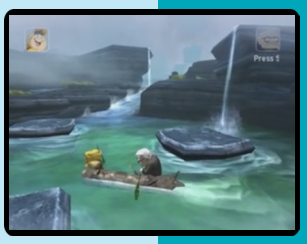
Up is a video game based on the Pixar film of the same name. The story centers on an elderly widower named Carl Fredricksen and an earnest young Wilderness Explorer named Russell who fly to South America in a house suspended by helium balloons.

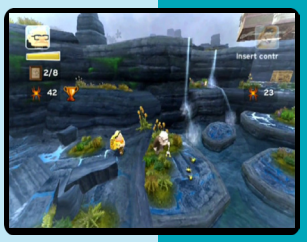
The PS3, Xbox 360 and Wii versions of the game follow the film's plot more tightly. The PS2 version are a much looser adaptation, in which Carl and Russell take longer detours through the jungle to attempt to reach the end of Paradise Falls. Consequently, those versions are over 20 levels long.

Up follows the storyline of the film, featuring Carl, Russell, and Dug walking through the jungles of Venezuela. All of the characters are playable in the game, and the player must switch between them to take advantage of their unique abilities to overcome obstacles, while being careful to avoid injury as all playable characters share a single health bar.

The PS3, Xbox 360 and Wii versions are fast-paced platformers and plays similar to LEGO Indiana Jones. The PS2 version are longer, giving the player more opportunities to explore the various terrain atop the tepui.







N P

Uchuu Keiji Tamashii: The Space Sheriff Spirits

7.4

Developer	Digifloyd
Publisher	Bandai
Release date	(jp) May 25, 2006
Genre	Action
Mode	1 Player

The Space Sheriff Spirits is an action game for the PS2. This game is based on the Japanese live-action TV series Space Sheriff trilogy produced by Toei Company. The Space Sheriff trilogy was exported in European countries, renamed to X-OR, such as France and Latin America.

Kenji Ohba and Hiroshi Watari reprised their roles as Gavan and Sharivan, respectively. Takuo Kawamura took over as the voice of Shaider, as Hiroshi Tsuburaya died in 2001.

The different game modes include;

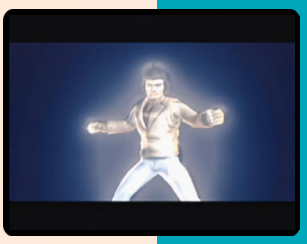
Gavan Mode, where players can play as Retsu Ichijoji, and as Kojiro Aoyama in two stages, in a story mode based on the Space Sheriff Gavan TV series. The plot is followed by stills taken from different episodes. The player has the ability to pick up and throw items in this game mode.

Battle Royale Mode is a Versus mode. Players selects one of the playable characters, within the heroes side, and fights against a CPU controller villain in a single-round fight. Small variations are offered in this mode, like the ability to select an ally or, to fight versus either a single or a couple of enemies. The player has the ability to pick up and throw items in this game mode too.

Survival Mode (extra) where the player select one of the five available characters, and have to defeat 999 villains, including bosses appearing in the Gavan Mode. CPU controlled allies from the two story modes will briefly join the fight and help the player. Exceptionally, this mode is a single-stage one, located on the parallel world, also no items can be used by the player. Beating this mode will unlock videos in the Omake Mode.

Omake Mode is a theater mode which contains five unlockable original TV commercials broadcast in Japan in the '80s. An extra "Making of 宇宙刑事魂" 2006 footage is also selectable once unlocked.

Weekly Famitsu rated the game 21/40.



Uchuu no Stellvia

7.9

Developer	Bandai
Publisher	Bandai
Release date	(jp) January 22, 2004
Genre	Adventure
Mode	1 Player

is based on the Stellvia, also known as Stellvia of the Universe, anime series set in space.

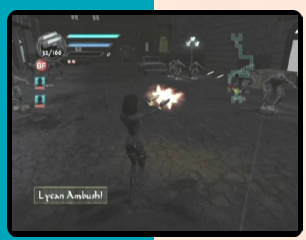
In the game, the player assumes the role of a new student who has enrolled at the Stellvia Space Station Foundation. Each day he assigns various commands on what to do such as studying or resting in the same type of gameplay that Tokimeki Memorial has except for weekends since there is no school then. At the weekends he may invite a character on a date. There are various events to be seen in the game and there are 10 multiple endings.

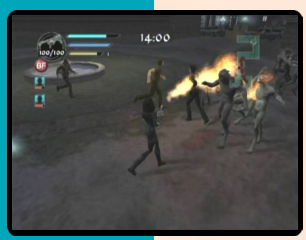
The game resembles the aforementioned Tokimeki Memorial game series in many ways (though in Tokimeki Memorial the player only assigns various commands for the coming week and not for each day).

J

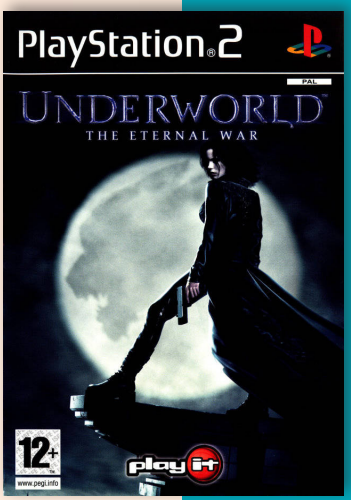
Underworld: The Eternal War

4.7





Developer	Lucky Chicken
Publisher	Play It!
Release date	(eu) January 9, 2004
Genre	Third-person shooter
Mode	1-2 Players



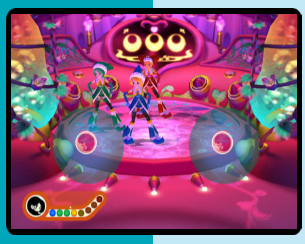
Underworld: The Eternal War is based on the movie of the same name. The storyline revolves around the eternal war between the vampires and lycans, and players can choose the side they're teaming up with. Players can either choose the movie's main character, the vampire Selene, or the lycan Raze. They can also choose between a selection of other vampires, other Lycans or the hybrid.

The player is tasked with taking to the battlefields where they must accomplish missions, whether protecting someone, killing someone, getting an item from somewhere, or simply attacking everyone. Using different weapons, the player slaughters enemies throughout the action-based gameplay.

P

Unison: Rebels of Rhythm & Dance

6.8



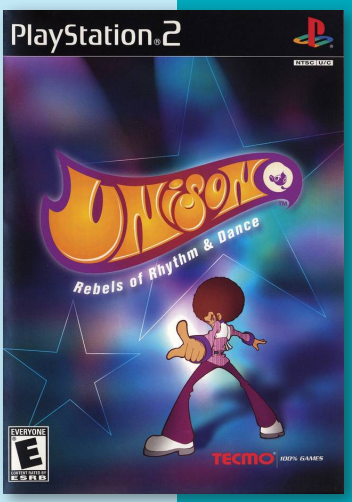
Developer	Tecmo
Publisher	Tecmo
Release date	(jp) November 30, 2000
Genre	Music
Mode	1-2 (3) Players

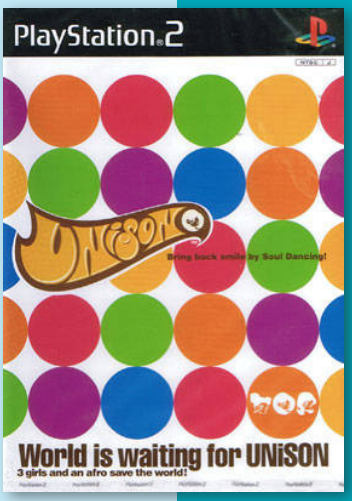
Unison: Rebels of Rhythm & Dance (sometimes known as simply Unison) is a rhythm game which featured unique controls and graphics. It is heavily inspired by J-pop, anime and the formation of musical girl groups.

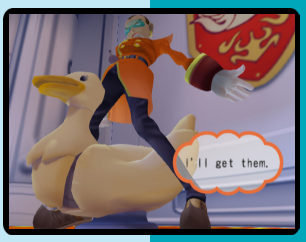
The game's plot, taking place in the futuristic city of Twin Ships, centers around the exploits of three girls - Trill, Cela and Chilly - and mascot Friday as they struggle against the dictatorship of a man known only as Ducker.

At the start of the game, players choose whether to directly control any one of the girls: Trill, Cela or Chilly. This choice roughly corresponds to a difficulty selection - Trill is Normal, Cela is Hard and Chilly is Very Hard. Once a story cutscene has introduced the song to be performed in the next act, the game moves into a practice session to teach the player the movements necessary to successfully pull off the performance. Movements are accomplished by following the on-screen markers using the PS2's analog sticks to mimic the motions of arms and legs throughout a dance; if a character on the screen is waving their right arm, the movement is likely accomplished by rolling the right analog stick like a waving arm.

For the practice session, the song can either be learned in its entirety, or in portions. In the original Japanese release, songs had to be successfully learned in parts, and then as the entire number before moving on. The US release made this process much simpler by allowing the player to keep the markers present throughout the entire game; in the Japanese version, these would progressively be taken away, meaning the player had to commit the dances to memory, making the practice session much more necessary. In either version, the game contains a total of twelve songs that can be played in "Club Tecmo" mode ("Club Afro" in the Japanese version) with up to three players by using a PS2 multitap. The song lists have some differences between the versions.

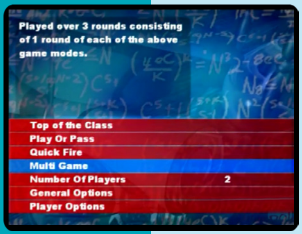


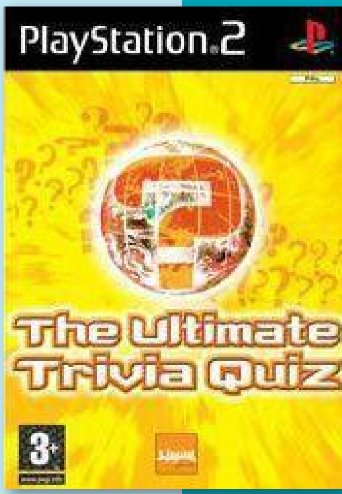




5.3

The Ultimate Trivia Quiz



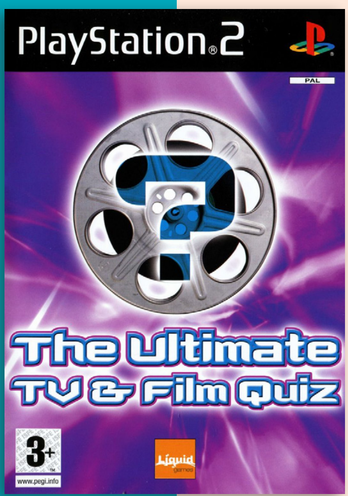


Developer Mere Mortals
Publisher Liquid Games
Release date (eu) February 24, 2006
Genre Trivia
Mode 1-4 Players

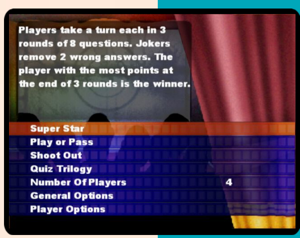
The Ultimate Trivia Quiz includes thousands of quiz and trivia questions spanning different realms of popular culture, natural history, the arts and world knowledge.

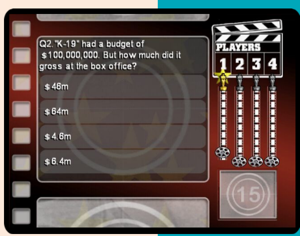
It feature four different modes of play: first-to-the buzzer, quiz “ladder”, strikes-and-you’re-out, and sudden death, including the option of different difficulty levels.

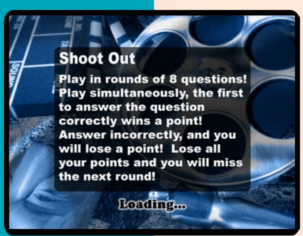
The Ultimate TV & Film Quiz

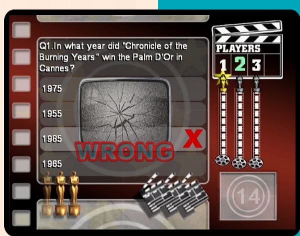


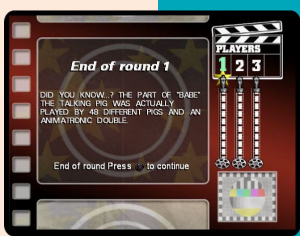
Developer Mere Mortals
Publisher Liquid Games
Release date (eu) 2005
Genre Trivia
Mode 1-4 Players











The Ultimate TV & Film Quiz is a quiz game for three or four players/teams.

The questions are based on films and television and there are four game modes:

Super Star: In this mode the game is played over three rounds of eight questions. The winner is the player with the most points and players each have two ‘jokers’ to remove a wrong answer

Play or Pass: This is also played over three eight question rounds. Players have three lives and lose a life with each incorrect answer, they also have one joker per round which they can use to pass a tough question on to an opponent. If a player answers their question correctly they can select which opponent is asked the next question.

Shoot Out: A quick on the button round where questions are not addressed in turn to each player

Quiz Trilogy: This consists of one round from each of the above quiz modes.

This game is a little unusual in that players share controllers, players one and two share controller one with player one using the Cross,Square, Triangle, Circle buttons while player two answers the questions using the D-Pad buttons. Players three and four share controller two in a similar way.

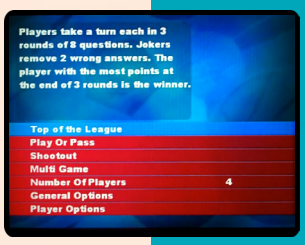
“mobygames.com”

The Ultimate Sports Quiz

Developer Mere Mortals
Publisher Liquid Games
Release date (eu) October 23, 2007
Genre Trivia
Mode 1-2 (4) Players

The Ultimate Sports Quiz includes thousands of quiz and trivia questions based on football, golf, tennis, rugby, cricket, Formula 1, snooker, among others.

Four different modes are available: first-to-the buzzer, quiz "ladder", strikes-and-you're-out, and sudden death. All game modes support multiple controllers (with multi-tap) or players can pass a single controller.



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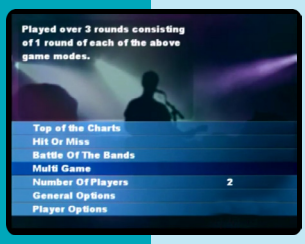
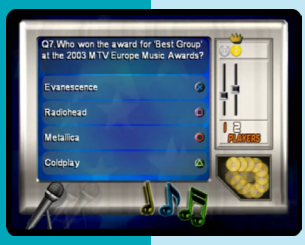
The Ultimate Music Quiz





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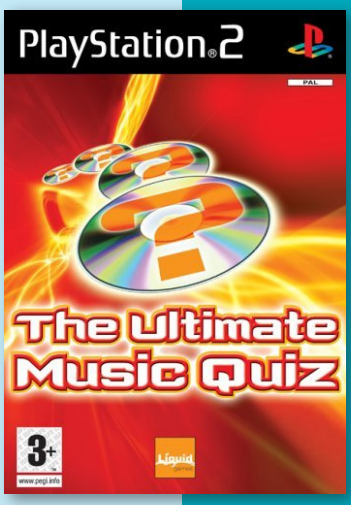
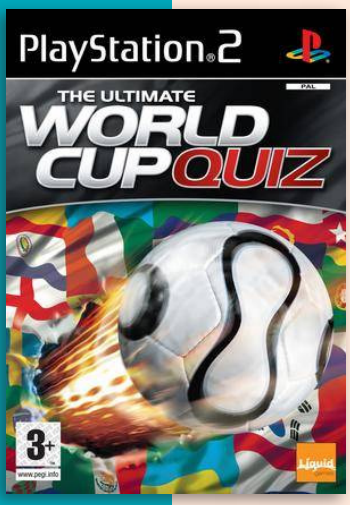
Developer Mere Mortals
Publisher Liquid Games
Release date (eu) October 14, 2005
Genre Trivia
Mode 1-2 (4) Players

The Ultimate Music Quiz i a single player, multi-player and team-based trivia game covering over thousands questions spanning decades and genres. It can be played by up to four players.

Modes of play include: hit or miss, battle of the bands and top of the charts. It also feature different difficulty levels.

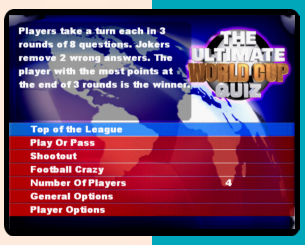


The Ultimate World Cup Quiz



Developer Mere Mortals
Publisher Liquid Games
Release date (eu) May 12, 2006
Genre Trivia
Mode 1-4 Players

The Ultimate World Cup Quiz is a soccer trivia game for up to four players. It's identical to The Great British Football Quiz except it only includes questions about the FIFA World Cup. It spans all the way back to the original 1930 World Cup in Uruguay. For each question the player gets four alternatives to choose from. The four different game modes include: Top of the League, Play or Pass, Shootout and Football Crazy.



P

Uchu-jintte Naani?

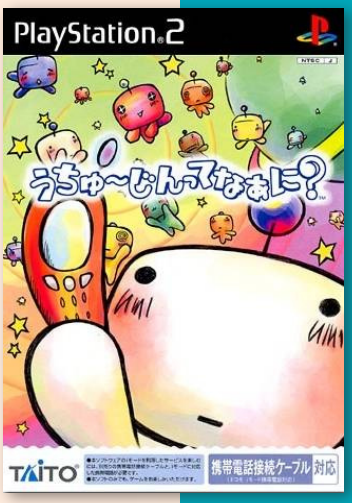
7.2

J

Developer	Taito
Publisher	Taito
Release date	(jp) September 27, 2001
Genre	Simulation
Mode	1 Player

Uchu-jintte Naani? is a simulation game where players, working at an research station, will have to learn to communicate with an alien called Chu-jin and fint out what it wants. By examine and communicate with it, players will eventually learn words little by little.

Players can connect a cable to the PS2 and download aliens into their phone using the i-mode.



Uchuu Senkan Yamato: Iscandar he no Tsuioku

8.6

Limited Edition

Developer	Bandai
Publisher	Bandai
Release date	(jp) October 6, 2004
Genre	Strategy, Action
Mode	1 Player

Continuing the story of the space battleship Yamato after the 1999 PlayStation game, Saraba Uchū Senkan Yamato: Ai no Senshitachi, Iscandar e no Tsuioku adapts the third anime movie of the franchise, Yamato: The New Voyage. When the holy planet Iscandar becomes the target of the evil Dark Nebula Empire, Earth and Gamilas have to put their enmity aside and work together to defend Iscandar. The Yamato takes off for a new galactic odyssey, that will be a baptism of fire for the rookie crew.

Developed by the same team as the two PlayStation games, Iscandar e no Tsuioku offers a very different gameplay. The semi-turn-based tactical battles are no more, as the game is now a real-time strategy/action game, where the player controls the Yamato and allied ships during 3D space battles. While following the plot of the movie, the game also includes some new twists, characters and adventures on the way to Iscandar.

Like previous games of the series, the game features character-design by Keisuke Masunaga, based on the original characters created by Leiji Matsumoto. The story is told both with animated 2D movies and fully-voiced in-games cutscenes.

J

Uchuu Senkan Yamato: Ankoku Seidan Teikoku no Gyakushuu

8.3

Developer	Bandai
Publisher	Bandai
Release date	(jp) January 27, 2005
Genre	Strategy, Action
Mode	1 Player

Uchū Senkan Yamato: Ankoku Seidan Teikoku no Gyakushū is the second part of the "Dark Nebula series". It follows the events of the first part of the fourth Yamato movie, Be Forever Yamato.

Uchū Senkan Yamato: Ankoku Seidan Teikoku no Gyakushū features real-time space battles that are very similar to its predecessor, but also new third-person phases, where the player takes direct control of a character and must navigate 3D levels to accomplish specific objectives. Like previous games of the series, the game features character-design by Keisuke Masunaga, based on the original characters created by Leiji Matsumoto. The story is told both with animated 2D movies and fully-voiced in-games cutscenes. The characters are rendered in cel-shading.

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Uchuu Senkan Yamato: Nijuu Ginga no Houkai

8.9

Developer	Bandai
Publisher	Bandai
Release date	(jp) April 7, 2005
Genre	Strategy, Action
Mode	1 Player

Nijū Ginga no Hōkai is the third and final part of the "Dark Nebula series". It follows the events of the second half of the fourth Yamato movie, Be Forever Yamato.

Nijū Ginga no Hōkai is a very similar to the previous two PS2 games, and feature both the real-time space battles and third-person phases, where the player takes direct control of a character and must navigate 3D levels to accomplish specific objectives. Like previous games of the series, the game features character-design by Keisuke Masunaga.

The game's story is based on co-creator Leiji Matsumoto's original ideas and is quite different from the movie, offering two possible endings.

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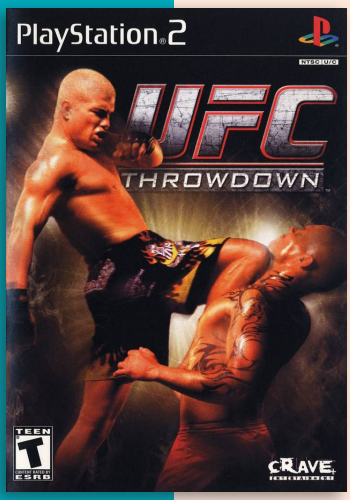
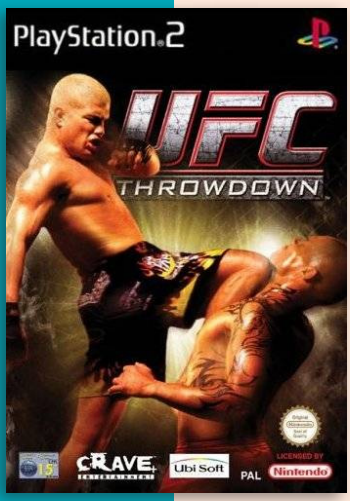
6.8

Ultimate Fighting Championship: Throwdown





J N P

Developer	Opus
Publisher	Crave, (jp) Capcom, (eu) Ubisoft
Release date	(us) June 3, 2002
Genre	Sports
Mode	1-2 Players

UFC: Throwdown, known in Japan as UFC: Tapout 2 on the PS2 and UFC 2 Tapout Final Spec. on the GameCube, is a is based on the Ultimate Fighting Championship.

The game places players in the position as a real-world fighter, utilizing various fighting styles, such as Freestyle, Wrestling, Kickboxing, Ju Jitsu, etc.

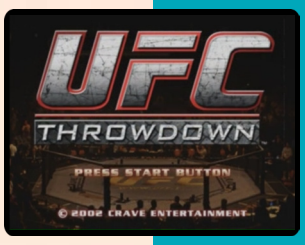
Each fighter has a variety of real-life moves, in different categories. There are punches, kicks, grapples and takedowns. There are also ways of making the opponent submit, or “tapout”, to gain a victory.

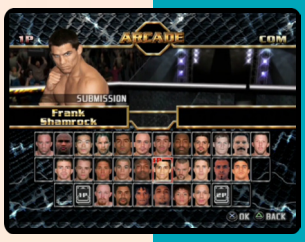
Players have the ability to perform combos, but these combos are realistic; they can perform a 1-2-3-4 punch combo, or a punch-punch-kick, or any variation of those. There are over twenty five fighters in the game, each one based off of real-life UFC fighters. The game includes fighter entrances and authentic voices.

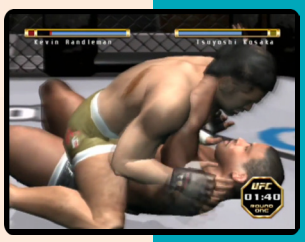
There are five different game modes; “Career”, “UFC Mode”, “Arcade”, “Tournament” and “Exhibition”. Career mode involves creating a fighter, giving him a fighting style, completing a number of “skill challenges” to build up his attributes, then winning five sparring matches before players can enter an eight-man tournament. After the tournament is over, the player picks a new fighting style to learn, and completes the same process until it has been done five times.

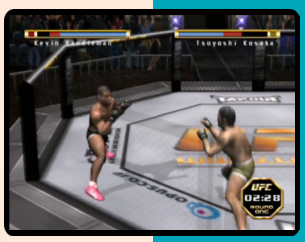
In UFC Mode, the player picks a heavyweight or light-heavyweight fighter and must win four fights before having a title match. On winning, the player receives a silver belt, which can later become a gold belt if UFC Mode is completed again with the same fighter. There is also an open-weight division, where the player can face fighters from outside their weight class.

In arcade mode the player selects a fighter and must win ten consecutive fights. Up to eight people can compete in the Tournament mode. Exhibition mode consists of single 1 vs. 1 fights.



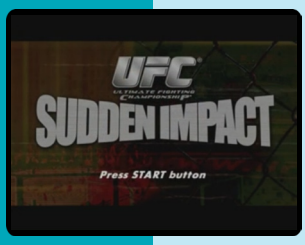






UFC: Sudden Impact

5.4



Developer	Opus
Publisher	Global Star, (jp) Marvelous Entertainment
Release date	(us) April 21, 2004
Genre	Sports
Mode	1-2 Players

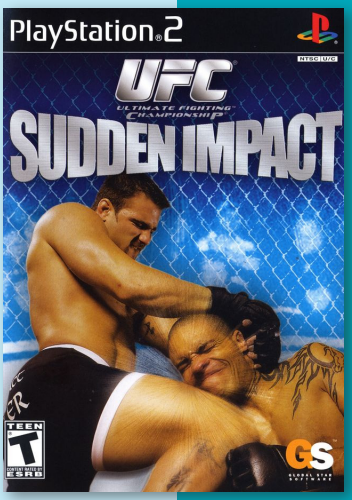
UFC: Sudden Impact is a mixed martial arts game featuring Ultimate Fighting Championship properties and fighters. It is the fourth UFC game released and the second and last on the PS2.

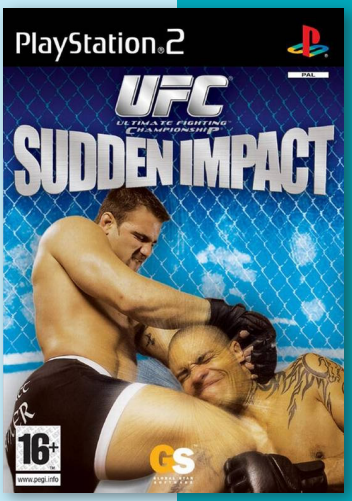
The gameplay in Sudden Impact is very similar to that of the previous entries in the series. Each fighter possess a fighting style that varies between Boxing, Karate, Kung-Fu, Kempo, Muay Thai, Ninjitsu, Sambo, Submission, Sumo, Pro Wrestling, Kickboxing, Wrestling, Brazilian Jiu-Jitsu, and more. Each of the four face buttons on the controller specifically controls one of the fighter's limbs. By hitting two buttons at once, the player can perform a takedown, a grappling move, a submission move or other similar technique. An addition made to Sudden Impact's gameplay is an added focus on fence positioning. When backing an opponent into the cage that surrounds the Octagon ring, attempting a grapple maneuver will put the player into one of several different possible positions, including a standing face-off as well as a special ground-mount, where the bottom fighter's head is literally pressed against the cage. The overall gameplay is also slightly faster in comparison to the previous games. Fights are announced by Bruce Buffer and refereed by "Big" John McCarthy.

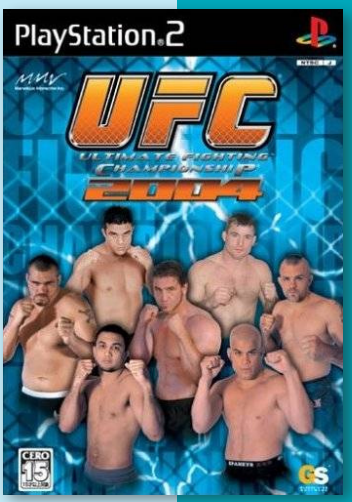
In Arcade mode, the player choose a fighter and fights against CPU controlled opponents for an unlimited number of fights. On Versus, up to two players fight against each other.

In Story Mode, the player can create his own mixed martial artist. The player start as a street fighter who is found by a MMA trainer. The trainer sets the player on the path of making it to the UFC within three years. The player then chooses one dojo out of eight, each with their own fighting styles.

In Tournament mode, the player can compete in an eight-man elimination tournament that mirrors the early UFC events. The player has to win two matches before reaching the final and win the tournament.



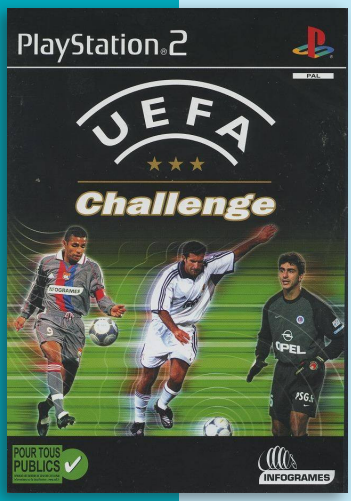




J N P

UEFA Challenge

5.0



Developer	Infogrames
Publisher	Infogrames
Release date	(eu) June 29, 2001
Genre	Sports
Mode	1-2 (4) Players

UEFA Challenge is European soccer with an official UEFA license. The game features soccer star players and their teams on 30 stadiums including Old Trafford, Highbury, Anfield, and Nou Camp. Each player has their own playing style.

There are more than 125 national and club teams to choose from including Manchester United, Real Madrid, Arsenal, Juventus, and Chelsea.

A multi-season mode is also included.

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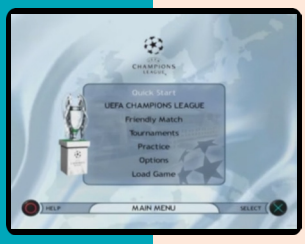
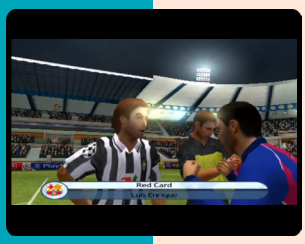
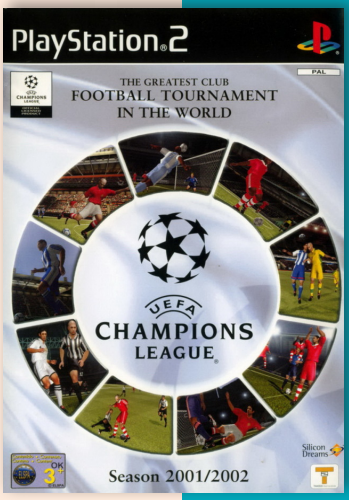
UEFA Champions League Season 2001/2002





Developer	Silicon Dreams
Publisher	Take-Two Interactive
Release date	(eu) February 1, 2002
Genre	Sports
Mode	1-2 (8) Players



The last game in the line of Silicon Dreams' Champions League licensed titles (and only released in European markets), Season 2001/2002 includes all 32 teams qualified for the competition plus all finalists since 1960. There is exclusive Champions League footage to be unlocked and the in-game commentary is done by Guy Mowbray, Barry Venison and Gabby Logan.

The game allows the player to participate in friendlies, Champions League matches, leagues and cup tournaments. Players can also edit players and create teams with custom players. Tactics can be modified to suit the team's style and qualities. The gameplay remains close to the previous title, with free-flowing ball physics and the stress on accurate passing. The new changes mostly revolve around set pieces (it is now possible to aim to a player).

Graphically, it uses a new engine with features such as volumetric grass and real-time lighting.

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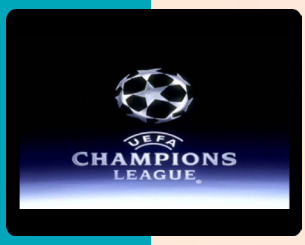
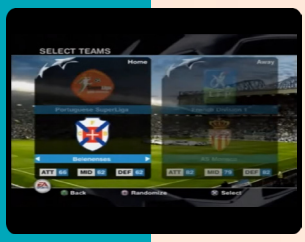
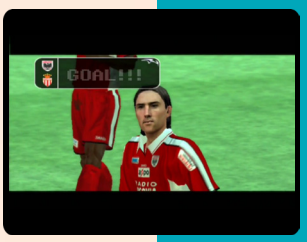
UEFA Champions League 2004-2005

6.7



Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(eu) February 4, 2005
Genre	Sports
Mode	1-2 (8) Players





After many years under Eidos/Silicon Dreams ownership and development, EA releases the official Champions League game for the 2004/2005 season.

The engine used in UEFA Champions League 2004-2005 debuted on FIFA 2003, and draws most of it's gameplay elements from the 2005 edition, but with some changes to gameplay such as a slightly more aggressive AI on attack (reducing the need to constantly push players forward using the Off The Ball controls, still present), new refereeing aspects such as some deliberate errors (as in occasional bad offside calls or throw-ins, not cheating the player through mistakes), advantage rule and handballs and a new set piece system, which replaces the much criticized "targeting" and "push and shove" featured in 2005. This system is much less rigid and less formulaic, as a directional arrow and powerbars define how balls are crossed and there are four player movement setups, thus making each corner and indirect free kicks different. For direct free kicks, players have the option to take driven or curved shots or drop a pass to a nearby player to explore a gap in the defense. All options are available at all times, instead of being determined by the distance to goal. Many of these changes were later adapted into the new FIFA 06 engine, and it was also chosen as the match engine for subsequent Bright Future's FIFA Manager.

The presentation takes notes from real television broadcasts, with goals, fouls and attempts on goal being recapped not only in the full-time highlight reel but also during game stoppages and PiP popups. As the game is presented in a faux letterboxed format, next to the scoreline some statistics occasionally popup, allowing to keep track of them for some missions. A very requested feature, the ability to see the energy bars of the closest players to the ball of both teams, was finally included, as well as icons for the special abilities (speed, shooting, dribbling or tackling) of the best players.

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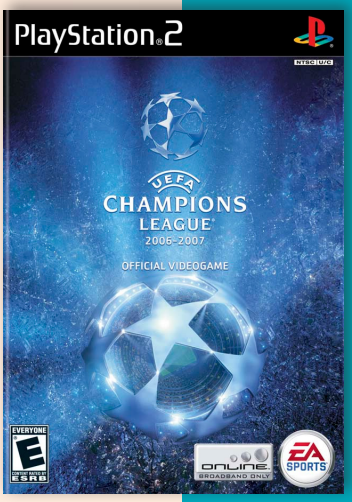
UEFA Champions League 2006-2007

7.2



Developer	EA Canada
Publisher	EA Games, (eu) EA Sport
Release date	(us) March 20, 2007
Genre	Sports
Mode	1-2 (8) Players

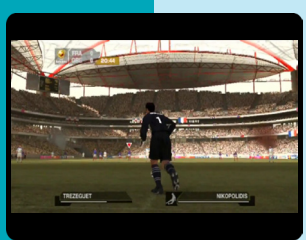
UEFA Champions League 2006-2007 focuses on delivering the atmosphere of the 2006 - 2007 UEFA Champions League event it was released to coincide with.

The game was developed with the same engine used in FIFA 07, with slight graphical and gameplay adjustments, as well as the option to play a new manager mode named The Treble. The in-game commentators are Clive Tyldesley and Andy Townsend.

This was the last game by EA Sports to include the Champions League until FIFA 19 over eleven years later. Konami held the Champions League license in the interim, with the competition featuring in all its Pro Evolution Soccer games from Pro Evolution Soccer 2009 to Pro Evolution Soccer 2018.

UEFA Euro 2004: Portugal

7.6



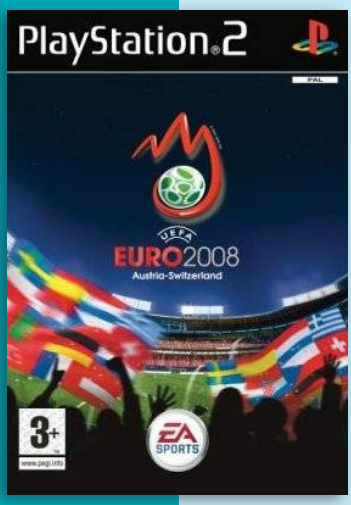
Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) May 4, 2004
Genre	Sports
Mode	1-2 (8) Players

As a tie-in with the European soccer championship, held in Portugal on June 2004, EA Canada created this spin-off of the FIFA Soccer series. With a full license, players can choose any from the 51 nations and duke it out in friendly matches, or follow the path to the championship's final through the qualifying stages, group stages and eventually the play-off. Players can also create their own team with players from different nations.

The game uses a tweaked and improved version of the graphics engine from FIFA 2004 and introduces many new gameplay features and game modes to both the UEFA Euro and FIFA series, including different weather types, a system to track injuries and a dynamic morale system that fluctuates based on individual and team performances.

UEFA Euro 2008

7.7



Developer	EA Canada
Publisher	Electronic Arts, (au) EA Sports
Release date	(au) April 17, 2008
Genre	Sports
Mode	1-2 (8) Players

UEFA Euro 2008 is basically FIFA 08 modified to let the player experience this summer's European Championship.

Euro 2008 lets players control any European national football team in several different ways. For example, they can decide to create their own character and play on their position on the field in order to become good enough to captain the team. This is basically a slightly modified version of the "be a pro"-mode from FIFA 08.

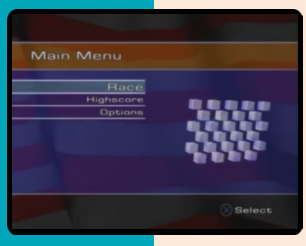
Players can also try different challenges and tournament modes in order to unlock extras or just test their abilities. They can play through the full championship experience, including the qualifying stages, or they can skip ahead to the group stages. Players can also play a very extensive challenge mode where they try to make their nation the best in European soccer by clearing different challenges against all the other European teams.

EA issued an apology after mistakenly using the Soldier's Song as Northern Ireland's anthem within the game, instead of God Save the Queen.

N P

USA Racer

4.7



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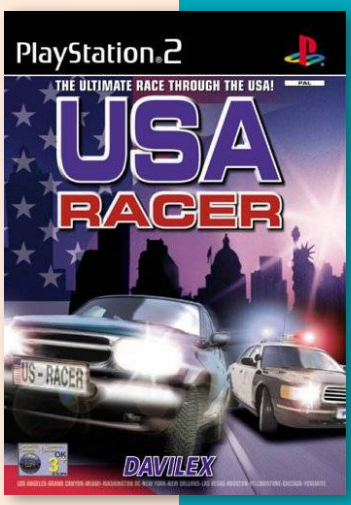
Developer	Davilex
Publisher	Davilex
Release date	(eu) June 14, 2002
Genre	Racing
Mode	1-2 Players

USA Racer contains 11 tracks in different locations across the USA. Players can race in cities such as Los Angeles, New York or Washington DC or can take part in a race through the Grand Canyon or Yellowstone. Next to Time Trial and Single Race, the Tournament is the main event.

The tracks contain obstacles and jumps. Enemies will try to push other cars off the road, and the police also make an appearance. Scattered around the tracks are power-ups that repair the car, provide boost or cash. The money can be used to upgrade the car, repair it or buy boost prior to the race.



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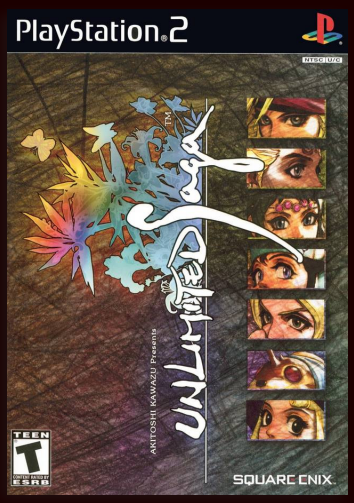


J N P

Unlimited Saga

Developer	SquareSoft
Publisher	SquareSoft, (us) Square Enix, (eu) Atari
Release date	(jp) December 19, 2002
Genre	Role-playing
Mode	1 Player

Unlimited Saga is a role-playing game developed and published by Square for the PS2 as the ninth game in their SaGa series. A special limited collector's edition was made available exclusively in Japan and was released alongside the regular edition.

Set in a fantasy world, the game follows the exploits of seven adventurers as they travel the world in search of the Seven Wonders, mysterious artifacts left behind by an ancient civilization that are said to bring about a new golden age of peace and prosperity when found.

Players must navigate their characters through a number of environments while completing story-based objectives in order to advance the plot. Players can assume the role of one of seven characters, each with their own strengths, weaknesses, and back stories, and become involved in the narrative by interacting with non-player characters and exploring dangerous areas. During the game, players will explore towns which can be used to gather information and purchase goods to aid them on their journey before setting off for the wilds. Unlike previous SaGa series games, rather than freely roaming through dungeons, forests, and other environments, the game is structured like a board game, referred to as the "Map Movement System", where players must move space by space to reach the end. On some spaces, the player may encounter objects such traps or locked doors that can be overcome by using the "Reel System", a device resembling a roulette wheel that may result in a good or bad outcome. While navigating the game board, the player will also encounter enemy monsters that must be defeated in order to advance.

Combat in Unlimited Saga takes place using a turn-based system where the player must input commands for each character individually, which are then carried out in order in accordance with their "speed" statistic. Parties can consist of up to five characters who are recruited either automatically as part of the story, or once a player has completed certain objectives. After selecting a specific attack to use each round, the player must then utilize the Reel System to randomly decide whether the action will take place. Depending on what icon the Reel lands on, an attack may land as intended, deal increased damage, or fail completely. While characters will initially have only a normal attack, they will randomly learn new combat skills based on their equipped weapon by continually attacking enemies, thus adding them to the Reel for a chance to use them in future battles. Any character may equip up to two different kinds of weapons, which have their own set of skills to learn. Players have the option to use multiple Reels instead of just one for a combo attack each round, allowing more than one character to attack an enemy at the same time. By winning battles, characters gain increased statistics that allow them to battle progressively more difficult enemies.

Development lasted two years, and involved a staff of around fifty people from Square's Product Development Division 2. The game was directed and produced by Akitoshi Kawazu, the creator of the SaGa series. The character designs and art direction were done by Yusuke Naora, who was the art director of Final Fantasy X. For the graphics, Square partnered with Adobe Systems to create "Sketch Motion" during battles. Using programs such as Photoshop and After Effects, hand-drawn 2D designs were combined with 3D models to create a unique hybrid look. As with other games in the series, director Akitoshi Kawazu chose a non-traditional way of designing the game. He stated, *"As far as Unlimited Saga is concerned, we said let's tackle the basics of game design once again. We didn't try to emphasize the realistic details, but rather symbolize, and cut out the parts we didn't need. We thought, let's dare to do a 'not express' thing and we calmly [stuck] to that route."*

When designing Unlimited Saga, Kawazu wanted to go back to the mechanical roots of the early portable titles, deciding to create a game that focused almost entirely on its battle system. The "Reel" system was based on rolling a dice in a tabletop role-playing game. The board game-like gameplay and progression was intended by Kawazu as an evolution of his work on Wild Card, a role-playing game for the WonderSwan. The decision made Unlimited Saga stand out from the rest of the SaGa franchise, which were traditional role-playing games. The basic narrative structure of seven major threats facing the world was created by Kawazu based on concepts from his early game development career. The supporting character Iskandar was to have been an eighth main character, confronting all the threats and joining the narrative together, but Kawazu scrapped the character and incorporated existing concepts into Ruby's narrative. Kawazu thought up Ventus's narrative after seeing the narrative and gameplay concepts for The Bouncer. Unlimited Saga was originally connected to the setting of the anime series Final Fantasy: Unlimited, but these plans were shelved during production. Kawazu later stating that many of the similarities were coincidental due to his work on both projects.

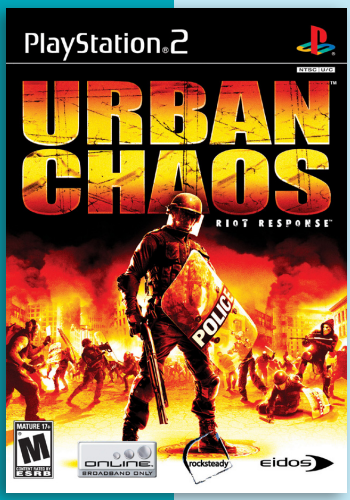
Unlimited Saga was a commercial success, having sold over half a million units worldwide to date.

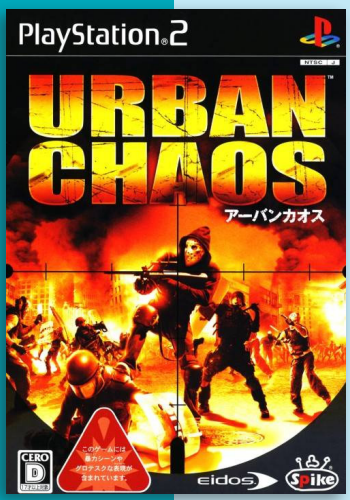
While the game was mostly well received in Japan, it was largely panned by critics in North America and Europe for its unorthodox gameplay and high difficulty.

Electronic Gaming Monthly simply declared: *"This game sucks. Unlimited Saga exemplifies everything that's wrong with RPGs today and throws it all together in one deluxe package for all to avoid like the plague."* Official U.S. PlayStation Magazine largely agreed, stating that the game *"ruined the SaGa franchise"* with its *"excruciating difficulty, obtuse mechanics, a stifling lack of freedom, and a brutal mission structure that punishes you as often as it rewards you."* GamePro found the game generally lacking in quality, but declared its biggest hindrance to be its steep learning curve and non-linear story, finding that *"[e]ven basic navigation is difficult in this game—it will take you an hour or two before you have any idea how to get anywhere."*

Urban Chaos: Riot Response

7.3





J N P

Developer	Rocksteady Studios
Publisher	Eidos Interactive, (jp) Spike
Release date	(eu) May 19, 2006
Genre	First-person shooter
Mode	1 (-8) Player(s)

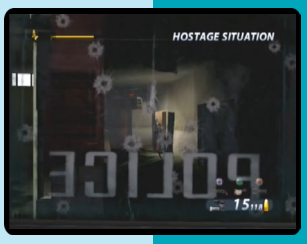
Urban Chaos: Riot Response is a first-person shooter developed by Rocksteady Studios and released for the PS2 and Xbox.

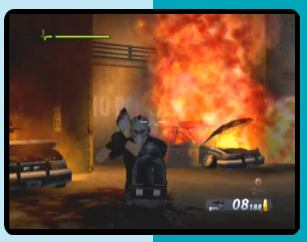
The player controls Nick Mason, a member of the newly formed "T-Zero" riot response squad, in an unnamed modern American city that has been overtaken by the notorious Burners gang. The gang members, armed with cleavers, molotov bombs and firearms are attacking civilians, paramedics, firefighters and police officers, and it is up to him to stop them. He must defeat them by whatever means necessary in order to protect the city, capturing gang leaders and rescuing injured civilians along the way.

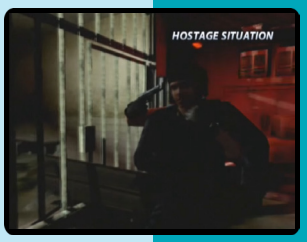
Most enemies are armed with meat cleavers, molotov cocktails, and sawed-off shotguns. Nick is equipped with a riot shield that can be used by holding the left trigger. It can absorb an infinite amount of projectiles, but players cannot shoot while they are using it. They can get the assistance of firefighters to put out fires, and medics to replenish their health.

Weapons can be upgraded by earning medals during missions. Players can earn these medals by scoring headshots, arresting enemies with the taser (as opposed to killing them), collecting gang masks, etc. Players can also unlock extra missions and weapons by arresting gang leaders at the end of each level, so that the police can interrogate him and find out the gang's next move.

Urban Chaos: Riot Response was known by three different names in development, it was first called Roll Call, a first-person shooter set in a run-down city in the near future. The project became Zero Tolerance, a first-person shooter following a member of an elite anti-gang unit who must defend a city under siege. The game was developed using the Havok physics engine for in-game physics effects. ReplicaNet was used to supply the software in the online and LAN multiplayer action. Perforce Software's Source Control Management (SCM) System was used to manage the game's source code, documents, and digital asset development.

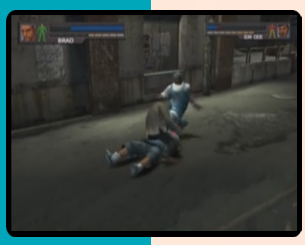


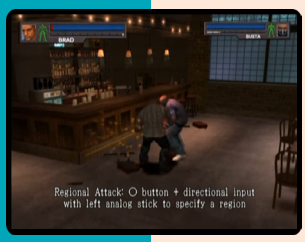


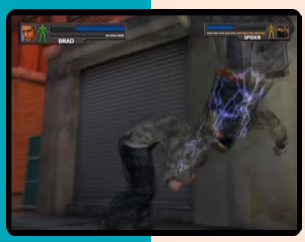


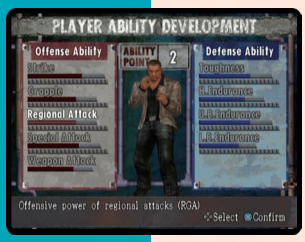
Urban Reign

6.0









Developer	Namco
Publisher	Namco
Release date	(us) September 13, 2005
Genre	Beat ‘em up
Mode	1-2 (4) Players

Urban Reign is a Namco-produced 3D brawler, done in the tradition of Double Dragon and Final Fight. The story follows Brad Hawk, a hired thug, as he tries to find a gang member that was captured by a rival group.

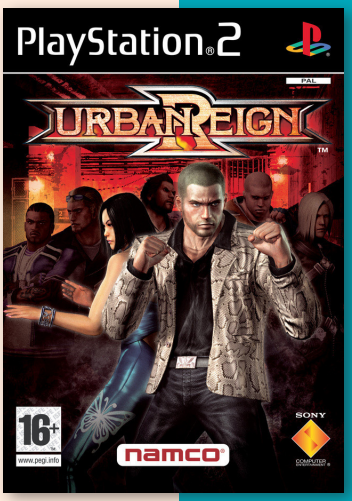
Urban Reign features both single player and multiplayer action. The characters can move in the environment, pick up weapons, throw objects, give instructions to AI partners, and pull off moves on multiple opponents. There are low and high grapples, air grapples, counters and recounters each with its own animations for each character. Although characters have optimal combo strings, most combos start with three presses of the attack button, the third of which will juggle an opponent. Then the player has the choice of an air grapple, special move, simply continuing the combo or running away to pick up a weapon or reposition.

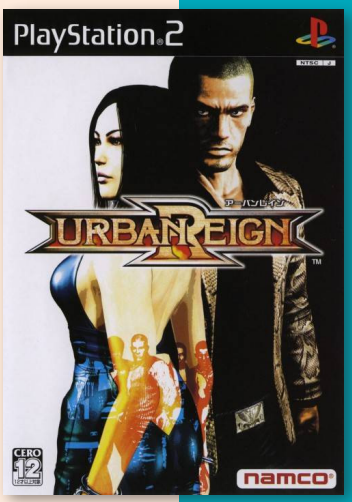
Neutralizing attacks by opponents is done with a single button press that must be timed to the moment of the attack. Also, if the player presses up or down while pressing dodge at the correct time, his character will reverse an attack, if possible. Even when cornered by multiple enemies, it is possible to dodge all oncoming normal attacks.

Finally, “special arts” can be pulled off with a press of two buttons. Special arts cannot be countered, reversed or dodged except by another special move, and they can be buffered. Characters have a “special arts meter” that must be at a certain level for a move to be attempted. The meter is expended when a move is pulled off, and increases when characters take damage, successfully dodge attacks, or strike their opponents with attacks.

Initially, it is not possible for two players to play through the single player missions together (unless unlocked with a cheat code at the title screen), but once unlocked, the game includes game modes for multiplayer action, including four-player brawls with a PlayStation 2 multi-tap.

Additionally, the characters from Tekken, Paul Phoenix and Marshall Law, are unlockable characters.

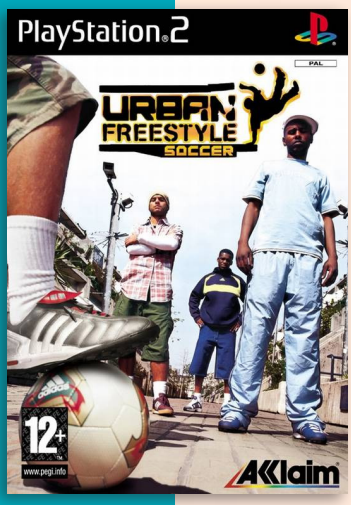




J N P

Urban Freestyle Soccer

6.2



Developer	Silicon Dreams
Publisher	Acclaim
Release date	(eu) February 13, 2004
Genre	Sports
Mode	1-2 (4) Players

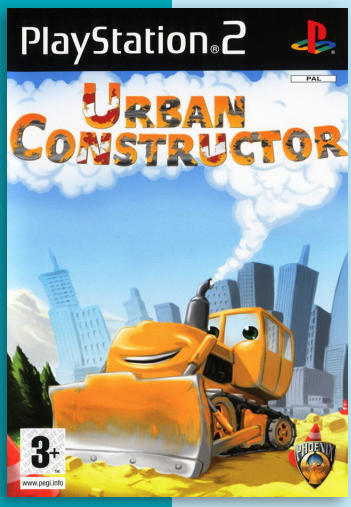
Urban Freestyle Soccer (known as Freestyle Street Soccer outside Europe) is a sports game developed by British studio Gusto Games, a company announced in 2003, made up from eleven former employees of Silicon Dreams Studio, the game's original developer, which closed down in September that year.

Urban Freestyle Soccer is rather simple to play, as most sport-typed video games are. The player navigates his teammates via the controller, passing the ball, dribbling the opponents, and even playing dirty. The player can clash at opposing teammates, knocking them down with kicks and punches, and can also use the objects from the environment of the playing field to throw at the opponents (like trash cans).

The game itself offers a number of types of games to play, from classical Freestyle matches up to the longer Street Challenge mode. The Turf Wars mode offers a player to pick a team, and begin a Turf War, challenging other teams into playing on their home pitches. Each team has a specific, personally themed playing area (from obvious things like a skate park to warehouses, highschool pitches etc.). After each game is finished, depending on the outcome of it, the player obtains a certain number of skill points, which they can use the improve the statistics of their own team.

The campaign is partially linear, giving the player options on which location/turf they will attack by using a map of the city. After defeating all of the "rival gangs" the Home Turf mode will become active. In this mode, the player is tasked with exactly the opposite of the Turf Wars mode. Here, the opposing teams keep attacking their own turf, and they are tasked to defend it by winning matches on it. Once the Home Turf is completed, the final Street Challenge mode is unlocked, where a player plays through a league, combining points via scored goals, numbers of victories etc. The VS Mode and Freestyle are simple, one-on-one matches.

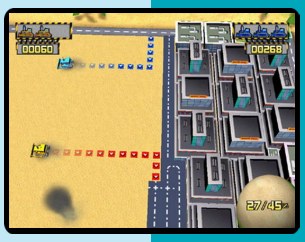
Urban Constructor



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) September 30, 2005
Genre	Puzzle, Action
Mode	1-2 Players

Urban Constructor is a action-reflex game, where the goal is to claim the most possible territory for construction whilst being hindered by enemies, other constructors, and other variables.

There are 3 different construction worlds, with different objectives, enemies, bonuses and 50 unique levels.



P

4.0

Urban Extreme

P

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) June 23, 2006
Genre	Racing
Mode	1-2 Players

Urban Extreme is a racing game, in which players drive muscle-cars, hot rod vehicles, or off-road buggies.

When players win races they will earn prize money, which they can use to unlock vehicles, each with their own handling dynamic and strengths and weakness on the road.

The game also feature a multi-player mode.

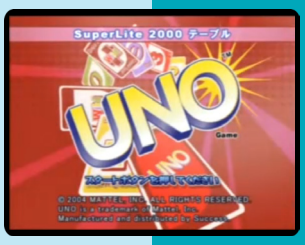
Uno

7.6

Developer	Success
Publisher	Success
Release date	(jp) March 11, 2004
Genre	Board
Mode	1 Player

Uno is a card game released in the budget Superlite 2000 series in Japan.

The aim of the game is to be the first player to score 500 points. Players take turns matching a card in their hand with the current card shown on top of the deck either by color or number. Special action cards deliver game-changing moments as they help players defeat their opponents.



J

Ultraman

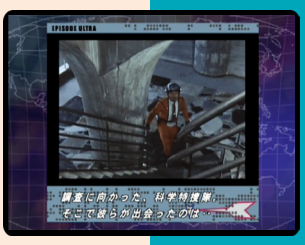
5.6

Developer	Bitstep
Publisher	Bandai
Release date	(jp) May 20, 2004
Genre	Fighting
Mode	1-2 Players

Based on the Japanese action hero series from 1966, Bandai's Ultraman for PS2 is a fighting action game starring the heroes and villains from the show.

In addition to straight on fighting, the game also offers a story mode that follows the plot from the very first Ultraman adventure. The story starts out with his battle against Bemular, the creature that brought Ultraman to Earth in the first place. The game feature a variety of Urutora villains and culminates in a fight against Zetton. Players slip into the role of Shin Hayata, Ultraman's human alter ego and fight their way through a variety of modes and battle scenes.

"ign.com"



J

Ultraman Fighting Evolution 2

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) October 31, 2002
Genre	Fighting
Mode	1-2 Players

Ultraman Fighting Evolution 2 the sequel to the original Ultraman Fighting Evolution series released on PlayStation.

The game several feature different game modes; In Arcade Mode players choose any monster or Ultras as they fight against 8 characters.

In Story Mode players choose from 3 stories. If they defeat a story, they will unlocked a character. The stories include; The Prince of Monsters (from episodes 26 27 of Ultraman). The Ultra Garrison Goes West (from episodes 14 and 15 of Ultraseven). And The Great Earth Invasion Operation (exclusive to the game).

In Versus Mode players can select Ultramen and Monsters to fight each other with another player.

In Training Mode, players can learn or train with the game's basics.

"ultra.fandom.com"

7.6

J

Ultraman Fighting Evolution 3

7.5

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) December 2, 2004
Genre	Fighting
Mode	1-2 Players

Ultraman Fighting Evolution 3 is a one-on-one fighter like its predecessors. Ultraman Fighting Evolution 3 brings back characters from the Ultraman universe, including Ultraman A, Ultraman Jack, Ultraman Leo, and Ultraman Taro, while adding all-new characters like Ultraman Cosmos and Gaia. Modes of play include Battle, Training, Custom, and Tag, in addition to a View Mode that allows players to explore the Ultraman character models.

Ultraman Fighting Evolution 3 has the most amount of playable characters out of the entire Ultraman Fighting Evolution series, a total of 40 characters are available.

Ultra Mode is the main story mode. The player battles as the Ultra Warriors in stories identical to TV show episodes and movies.

J

Ultraman Fighting Evolution Rebirth

7.4

J

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) October 27, 2005
Genre	Fighting
Mode	1-2 Players

Ultraman Fighting Evolution is the fourth game in the series, the third Fighting Evolution game for the PS2 and the fifth PS2 Ultraman title overall.

Its Story Mode involves Alien Mephilas launching a massive invasion using EX monsters (more powerful versions of the originals) and sending three ‘Chaosroids’ (dark versions of Ultraman, Ultraseven, and Ultraman Taro) to the Land of Light.

One of the new features in this game is called “Nebula Combo”. Each characters has their own Nebula Combo. After Ultraman execute his Nebula Combo, his attack and defense will be boosted for 15 seconds.

Ultraman Nexus

7.8

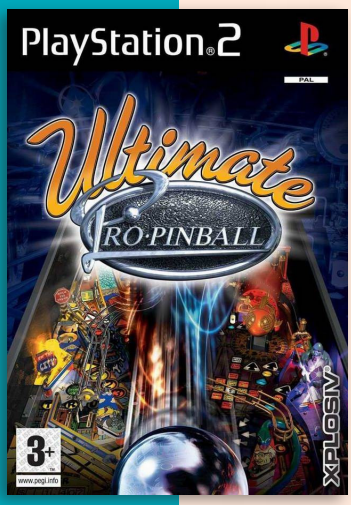
J

Developer	Bitstep
Publisher	Bandai
Release date	(jp) May 26, 2005
Genre	Action
Mode	1-2 Players

This 2005 installment in Bandai's prolific Ultraman game series is based off the Japanese Ultraman Nexus movie. Playing as Ultraman, players make use of special moves to fight against beasts large and small. In addition to the main Nexus mode of play, the game features a Tag Battle Mode, which allows for two players to cooperate against enemies, and both versus and battle modes for one on one fights.

Ultimate Pro Pinball

7.4

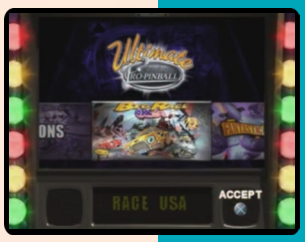


Developer	Atomic Planet Entertainment
Publisher	Empire Interactive, (jp) Taito
Release date	(eu) July 22, 2005
Genre	Pinball, Compilation
Mode	1-4 Players

Ultimate Pro Pinball contains three tables that were previously released as stand alone products; Timeshock!, Big Race USA and Fantastic Journey. The first part of the series, Pro Pinball: The Web, is not included.

There are various changes made to the options available to the player in each of the tables.

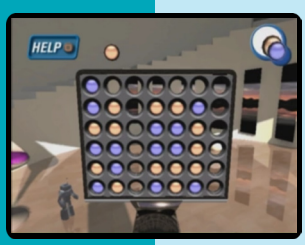
The game was never given a US release.



J P

Ultimate Board Game Collection

3.7

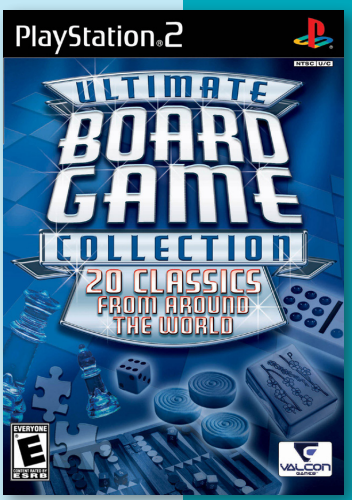


N P

Developer	Jack of All Games
Publisher	Valcon Games, SCEA, (eu) Empire Interactive
Release date	(us) July 11, 2006
Genre	Board
Mode	1-6 Players

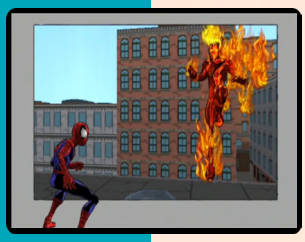
This collection includes 20 different board and table games. Each game contains a trophy that can be unlocked by completing a specific goal. Depending on the game, up to six players can compete by passing around a single controller.

Some of the game included are; Parcheesi, Naval Battle, Chinese Checkers, 3D Tic-Tac-Toe, Dice, Reversi, Snakes and Ladders and more.



Ultimate Spider-Man

7.4



Developer	Treyarch
Publisher	Activision, (jp) Taito
Release date	(us) September 22, 2005
Genre	Action-adventure
Mode	1 Player

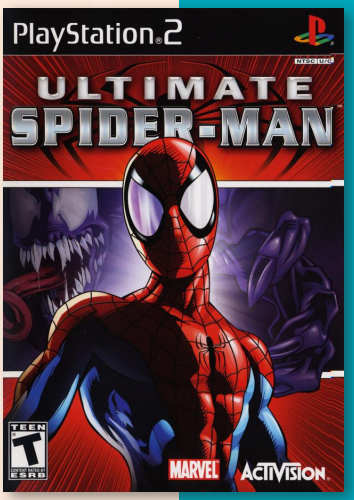
The Ultimate version of the Spider-Man mythos revamps the franchise, bringing in edgier (and often younger) versions of superheroes and supervillains. The Human Torch, Wolverine, Electro, and Green Goblin are some of the Ultimate characters who make appearances. Ultimate Spider-Man features a fully rendered, cel-shaded Manhattan open to exploration.

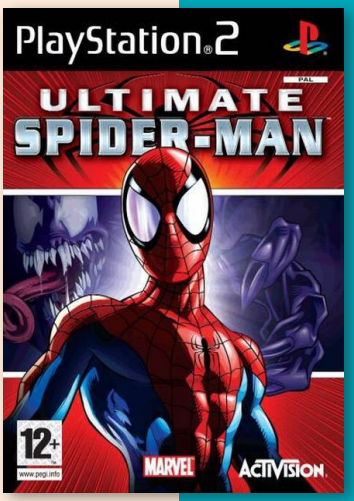
In Ultimate Spider-Man, the player can experience a free-roaming city environment that covers Manhattan and Queens. The player starts in story-mode where the game automatically switches between Spider-Man and Venom. Spider-Man travels by web swinging, but the player must shoot the web at an actual building to swing, much like in the previous game, Spider-Man 2. Spider-Man uses acrobatic attacks. Venom travels by using his symbiote to pull himself and by performing massive jumps. Venom attacks using his claws and tendrils. Venom can also throw cars at targets and perform much more brutal attacks, including eating people in order to gain health.

As the game progresses, Spider-Man and Venom will have certain “City Goals” to accomplish in order to continue the storyline. There are additional activities throughout the game such as finding secret tokens, landmark tokens, comic book covers, and competing in races.

Spider-Man plays similarly to his Spider-Man 2 incarnation, using his trademark web shooters as his main method of transportation and combat, while Venom has to resort to jumping for long distances. Spider-Man’s attacks are also generally weaker than Venom’s. Venom can also leech life from enemies and civilians. The player has to do this constantly, as Venom’s health is continuously depleting, even when he is not being attacked (the suit is feeding on Eddie, so he uses other people to feed it instead). Also, if Venom tries to eat a boss, then the boss would damage him from the inside.

The limited edition, exclusive to the PS2, includes an interview with Stan Lee, “Making of”, biographies, developer tricks and tips, a comic book.

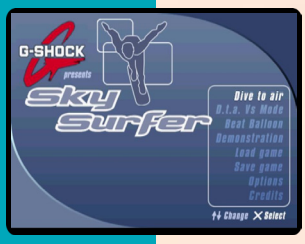




J N P

Ultimate Sky Surfer

3.4

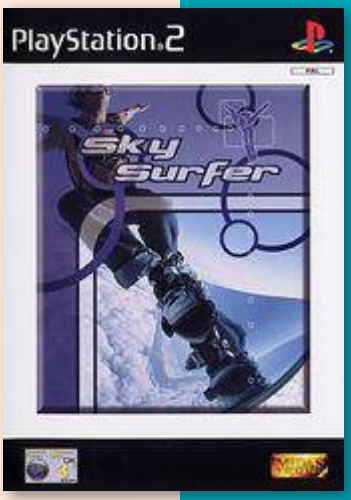


J P

Developer	Toka
Publisher	Idea Factory, (eu) Midas Interactive
Release date	(jp) April 20, 2000
Genre	Sports
Mode	1 Player

In Ultimate Sky Surfer, players jump out of a plane, maneuver to control points, use upwinds, and open the parachute early enough before hitting the ground. While falling, players can do tricks for points. The game also offers training modes above a huge fan, where players will have to try and collect as many balloons as possible.

The European release has more scenarios than the Japanese release.



Under the Moon: Crescent

8.8

Developer	Dimple Entertainment
Publisher	Dimple Entertainment
Release date	(jp) June 25, 2009
Genre	Visual novel
Mode	1 Player

Under The Moon ~Crescent~ falls under the category of “otome games” aimed at a female audience. In this game players take the role of Ashe, daughter of the King of Devils. Ashe is a pure, innocent demon girl that’s never left the demon realm before and doesn’t know much about guys. However she is too weak magically to take over the demon throne so it becomes Ashe’s accidental mission to find a potential successor.

J

Umisho

7.5

J

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) November 22, 2007
Genre	Visual novel
Mode	1 Player

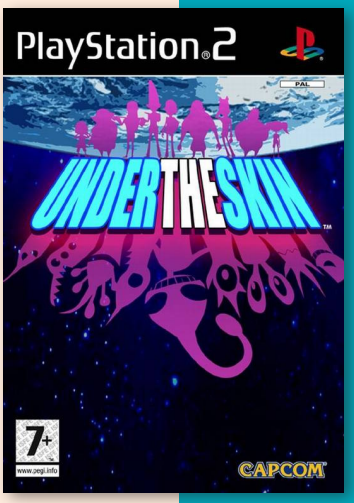
Umisho is a visual novel based on the Kenko Zenrakei Suieibu Umisho manga, about the swim team at the Umineko Shougyou High School. The game features a storyline that mixes the manga’s plot with original events unique to the game.

Players take control of Kazuki Okiura and play through the game with the usual visual novel gameplay. The game feature multiple endings.

Under the Skin

5.5

Developer	Capcom
Publisher	Capcom
Release date	(jp) August 5, 2004
Genre	Action-adventure
Mode	1-2 Players



Under the Skin, known in Japan as Meiwaku Seijin: Panikku Mēkā, is an action-adventure video game by Capcom. It was developed by the company's Production Studio 4, and released in 2004 for the PS2.

Containing science fiction and comedy elements, the main character of the game's story is an extraterrestrial named Cosmi, sent from Planet Mischief to Earth to generally wreak havoc.

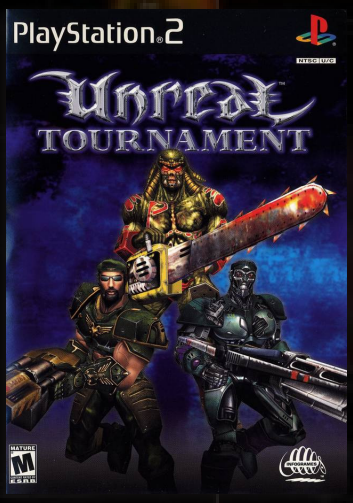
The game features cameos from some of the cast of one of Capcom's other games, such as an entire level that functions as a parody of Resident Evil 3: Nemesis. In that level players battle Nemesis, who this time is entirely cel-shaded, just like the rest of the game.

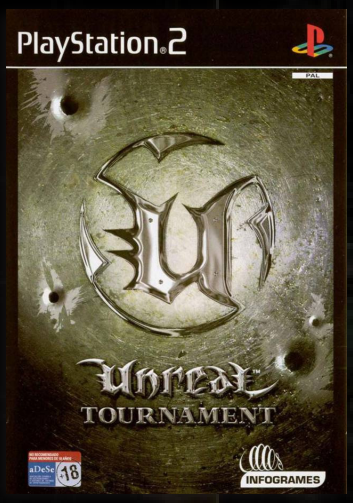
Since Cosmi is vulnerable in his small alien form, he must first beam up a nearby earthling in order to create a disguise for himself. Once he has beamed a person up, he can change his form by stepping under a UFO. Each earthling has a different ability that can be used for causing mischief, such as boomboxes, vacuum cleaners or bazookas. Successfully knocking over earthlings yields coins that are required to complete the goals set in each level. Once pranked, the earthlings will become hostile towards Cosmi and try to attack him. While disguised, Cosmi can take two hits, the first leaving him in underwear (a possible homage to Ghosts 'n Goblins), while the second one reverts him to his vulnerable alien form. Earthlings will continue to chase and attack Cosmi, forcing him to lose coins, until he can find another UFO to change into another disguise. At certain points in the level, a Panic Time will occur where something crazy in the stage happens for a short amount of time.

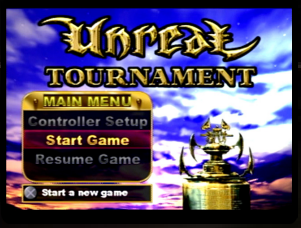
The game received "mixed" reviews according to the review aggregation website Metacritic.

Unreal Tournament

7.7







Developer	Epic Games
Publisher	Infogrames
Release date	(us) October 21, 2000
Genre	First-person shooter
Mode	1-2 (4) Players

Unreal Tournament is a first-person shooter developed by Epic Games and Digital Extremes. The second installment in the Unreal series, it was first published by GT Interactive in 1999 for Windows, and later released on the PS2 and Dreamcast by Infogrames in 2000 and 2001, respectively. Players compete in a series of matches of various types, with the general aim of out-killing opponents.

Unreal Tournament is completely different from Unreal: it is now mainly based on multiplayer, like Quake 3. The game is an arena first-person shooter, with head-to-head multiplayer deathmatches being the primary focus of the game. The single-player campaign is a series of arena matches played with bots, where the player competes for the title of Grand Champion. The player moves up the tournament ladder in order to challenge the current champion, Xan, a mysterious being with exceptional skill. Also available is a Practice mode. Match settings (such as score and time limits) can be customized. Also available are "mutators" which drastically alter gameplay aspects, such as "InstaGib", the use of which makes players compete with instant-kill weapons instead of the normal ones. Weapons include Enforcers, Rocket Launchers, and Rippers, which fire ricocheting blades. Most weapons have two firing modes which have different effects: for example, Rippers can also fire non-ricocheting blades which explode on impact. A special weapon is the Redeemer, which causes a very large and powerful explosion.

Items such as Body Armor (which reduce damage taken), health packs (which heal players), and Damage Amplifiers are scattered across levels. Levels are set in a variety of environments, including spaceships, outposts, and buildings such as castles and monasteries. Many contain features such as elevators (lifts) and teleporters, and obstacles such as water and lava. The PS2 version supports the use of a USB keyboard and mouse, enabling players to play in a similar manner to the PC version.

For team matches, bots are used to fill the roles of the player's teammates. The player can choose the bots' skill level or have it automatically adjust to the player's performance. Bots can be further customized by changing attributes such as names, appearance, and weapon preferences. In team matches, players can give orders to bots on their team.

Game modes include;

Assault: This game type is played with two teams, one assaulting a "base" and the other defending it. The map is set up with objectives which the attacking team must complete (usually in sequence) such as shutting down a power generator, or entering an area. The team who first attacks then defends, and attempts to defend for the entire time they attacked. If they accomplish this, they win. If the team defending first assaults the base faster than the other team, they win. If both teams defend for the maximum amount of time the match is a tie. The Dreamcast version does not feature this mode.

Capture the Flag: Players compete to capture the other team's flag and return it to their base. Competitive teams must use a great deal of teamplay. Both teams must defend the base from incoming attackers and get into the other team's base, take their flag and return to base.

Deathmatch: A classic every-man-for-himself player vs. player combat. The objective is to out-kill all opposing players.

Domination: Two teams compete to control various control points to earn points. Standard maps contain three control points. Control of these points is initially accomplished through occupation (physically occupying the space), but control of a point continues until a player from another team occupies the space. The first team to reach the point limit, or that has the most points when a time limit has expired, wins.

Last Man Standing: Similar to Deathmatch, the player's objective is to remain alive longer than their opponents, putting an emphasis on number of deaths rather than kills. Players start with all weapons (except the Redeemer) available, fully loaded, and have a set number of lives. Power-ups, including health and ammunition packs, are unavailable. Once a player runs out of lives, they lose.

Team Deathmatch: Up to four teams compete to out-kill the opponent teams.

The game was officially announced by publisher GT Interactive on November 3, 1998, as part of a two-game deal that also included Unreal II: The Awakening, though development on the game had already started after Unreal was finished. It was originally planned as just an expansion pack under the name "Bot Pack", when it was realized that the multiplayer aspect of Unreal was popular and something that people sought after, so the first priority was to fix the problems with online play. At some point during its development, it became clear that the number and extent of the changes to the Unreal codebase that Epic was required to make made UT too incompatible with Unreal. In fact, according to Epic founder Tim Sweeney, the game has between 200 and 300 C++ classes. Thus the expansion pack was broken off from Unreal and made into a standalone game. The game contains nearly all of the content present in Unreal, except for the maps and music.

Unreal Tournament has two console versions, each one with its own features. The version for the PS2 console was first hinted by Tim Sweeney on July 16, 1999, and developed in-house by Epic Games themselves. According to Mark Rein, the game was created with the purpose of showing a product running under the Unreal Engine for the console in order to be able to license the engine to interested third parties. While it took some time for them to get used to the Playstation2 development tools, by February 2, 2000, they managed to get a bare-bones engine for the console, and input, file management and scripting were integrated some time later. The first public demonstration of this version took place at the GDC 2000, where it was also confirmed that UT won't have online multiplayer, as the development team hasn't received the Internet documentation from Sony's behalf. Local multiplayer was, however, confirmed the days prior to the E3 2000, supporting up to 4 players in a single machine, with them playing on split screen. Around this time, there was also consideration for updates to be downloaded onto the console's memory cards by connecting the PC to the PS2 via USB port, as well as support for custom user content.[35] During this time, there was also some controversy regarding the PS2 version of the game running on PC rather than

PS2 at this event. Another late confirmation, this time by Epic's VP Mark Rein, was that the game could be played with mouse and keyboard, although support for the Dual Shock 2, the console's main controller, was the priority. Eventually support for USB modems and four-player split-screen play were dropped, though Epic still managed to get Ethernet support for the game, though not on launch, and cross-play with the PC version was still under consideration. The game was released on October 26, 2000, as a launch title for the console.

The Dreamcast version was developed by Secret Level, who had to drop Assault mode, along with many larger maps, due to the Dreamcast having insufficient memory.

Many maps had to be removed from the game, but as a counterbalance, there were plenty of new maps for them as well

Characters in the console versions (especially PS2) are more detailed and have more polys to them. This is because James Green, credited with creating the models and animations, didn't like their designs, so he redid them for the console versions.

In the United States alone, Unreal Tournament sold 100,998 copies by the end of 1999, according to PC Data. By November 2001, Unreal Tournament's total sales were close to 2 million units.

Upon its release, Unreal Tournament received universal acclaim from critics, earning an overall score of 92 out of 100 on Metacritic. Mainstream press reviews lauded the title for its graphics, gameplay, and level design, with Computer and Video Games concluding *"Unreal Tournament is nothing short of a technical and game-playing marvel destined to hold you - as it did us - wailing with happiness and wasting far too many precious hours hammering keyboards. An absolute joy to behold."* In March 2000, Unreal Tournament was second on a list of best-selling games in Computer Dealer News trade magazine. However, the development team believed sales would have been higher if the game was released in October 1999.

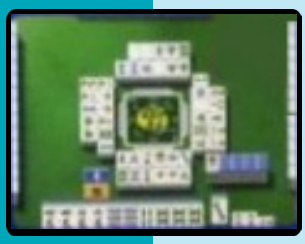
The PlayStation 2 release did not fare as well as the PC and Dreamcast versions. GameSpy criticized the graphics of the PS2 version, saying *"Graphically, the PS2 version of Unreal Tournament seems uninspired."* Its conclusion stated *"Sluggish gameplay, somewhat washed out colors and textures"*. IGN praised the replayability, and stated that the sound is faithful to the PC version. Gamezilla criticized the PS2 version's lack of multiplayer support compared to the PC version along with Game Informer, who said despite its flaws, the game *"holds its own as one of the best FPSs out there."* On the other hand, the port scored 3 out of 10 in the television show The Electric Playground (now EP Daily), with the reviewer lauding the audio and graphics but feeling that the controls could have been better implemented, stating: *"Control, or lack thereof, is the biggest thorn in the side of Unreal Tournament. The game simply does not play well with the Dual Shock controller. Epic has implemented a dual analog layout (one stick controls movement while the other stick controls aim) which sounds good in theory, but is horrid in practice. We tried to use the Dual Shock layout for a solid hour and ended up doing nothing more than walking into walls and spinning around wildly. The other Unreal Tournament contestants probably thought that our character was possessed."*

The success of the original Unreal Tournament spawned four sequels, including Unreal Tournament 2003 and Unreal Tournament 2004, Unreal Tournament 3, and the upcoming Unreal Tournament reboot. The yearly naming structure, based around marketing the franchise as a competitive sports title, was abandoned before the launch of the third sequel. Digital Extremes announced Dark Sector in 2000, which was planned as a spiritual successor to Unreal Tournament.

Unreal
TOURNAMENT

8.0

Usagi: Yasei no Topai



J

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) June 27, 2002
Genre	Board
Mode	1 Player

Usagi: Yasei no Topai is a mahjong game based on a manga. The game includes a Story mode, where characters can use special abilities to turn the match around, Free match and Expert mode, which is suitable for advanced players who can beat the game with special rules.

The game also feature the “Fantai Makoto Ito Gallery” that can also be printed on a PS2 compatible printer.

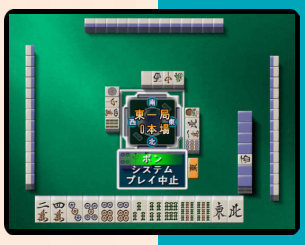
Usagi: Yasei no Topai
- Yamashiro Mahjong-Hen

8.1

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) November 27, 2003
Genre	Board
Mode	1 Player

This is the second mahjong game based on the manga series. The story mode follow the story from the manga up to the 7th volume.

The game feature more than 20 characters and three types of modes. In Legend mode, players can follow the story in a comic-style rendition. Challenge mode let players changes rules. And a free mode.



J

7.5

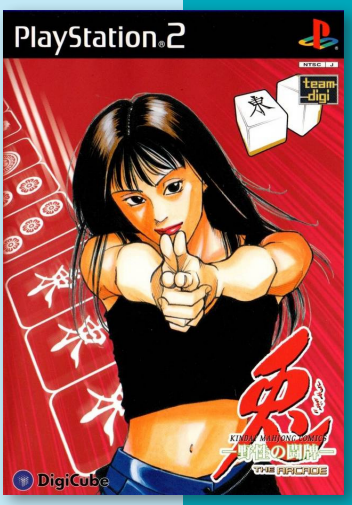
Usagi: Yasei no Topai
- The Arcade

J

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) March 27, 2003
Genre	Board
Mode	1 Player

Usagi: Yasei no Topai - The Arcade, published by DigiCube and released in Japan in 2003, is another game based on the mahjong manga. Unlike other mahjong games, this is is a tag battle where players play in team against another team.

The characters also posses a special ability that is unique to each character.



Usagi: Yasei no Topai
The Arcade - Yamashiro Mahjong-Hen

7.9

Developer	Warashi
Publisher	Taito
Release date	(jp) September 16, 2004
Genre	Board
Mode	1 Player

Usagi: Yasei no Topai The Arcade - Yamashiro Mahjong-Hen (兎 -野性の闘牌- ジ・アーケード 山城麻雀編 “Samurai-Battle of the Wild-The Arcade Yamashiro Mahjong Hen”) is the fourth game in the Usagi: Yasei no Topai series.

Like the previous three games, this is a mahjong game based on the manga.

J

Ueki no Housoku: Taosu ze Robert Juudan!!

8.8

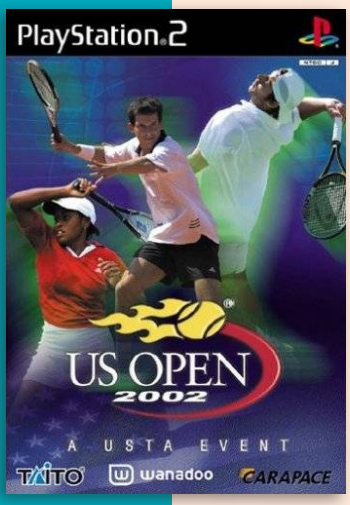
J

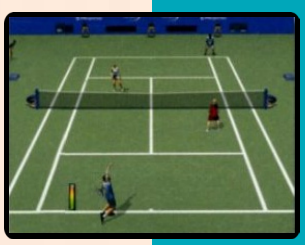
Developer	Bandai
Publisher	Bandai
Release date	(jp) January 26, 2006
Genre	Action
Mode	1 Player

Ueki no Hōsoku: Taosu ze Roberuto Jūdan!! is based on the anime and manga The Law of Ueki. The game is a 1-player brawler and follows the story form the anime.

Players will have to kick and punch trough enemies to complete a level. After a level is completed, players may upgrade their character with more moves and special attacks.

US Open 2002





Developer	Strategy First
Publisher	Taito
Release date	(jp) February 6, 2003
Genre	Sports
Mode	1-2 Players

US Open 2002 - A Usta Event is a tennis game, developed by Strategy First and published by Taito Corporation, which was released in Japan in 2003.

Players can take part in the 4 major tournaments in the world and feature 10 pro tennis-players. The game also feature more than 6 different game variations.

J

6.0

Utau * Tumbling Dice

J

Developer	Ecole
Publisher	Reindeer
Release date	(jp) August 26, 2004
Genre	Visual novel
Mode	1 Player

Utau * Tumbling Dice is a love adventure/business simulation hybrid. The game tells the story of a protagonist who happens to inherit an indebted karaoke shop from its late former owner. Since the latter has not paid off his debts, it is up to the protagonist and the three daughters of the predecessor to get the karaoke shop back on track and pay off the outstanding bills.

"rpgfan.com"

Uragiri wa Boku no Namae o Shitteiru

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) October 28, 2010
Genre	Visual novel
Mode	1 Player

J

Uragiri wa Boku no Namae o Shitteiru is based on the shōjo manga by Odagiri Hotaru. The game feature an original story by the same writer of the manga.

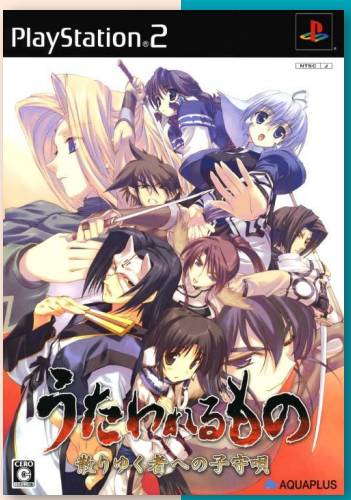
The game feature characters from the manga and follows the usual Visual novels gameplay where players read text then choose answers which leads to different outcomes.

8.1

Utawarerumono: Chiriyukusha e no Komoriuta

J

Developer	Flight-Plan
Publisher	Aqua Plus
Release date	(jp) October 26, 2006
Genre	Turn-based strategy, Role-playing
Mode	1 Player



In Utawarerumono, the player takes the role of Hakuoro, a mysterious masked who takes the role of an emperor after a rebellion.

The game is a turn-based tactical RPG with elements of a visual novel. Battles occur as dictated by the narrative. The player navigates the characters on the battle field, attacking enemies when they are in range.

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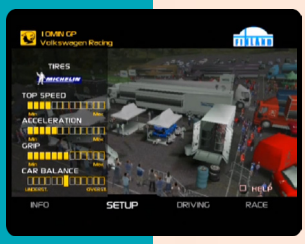
V-Rally 3

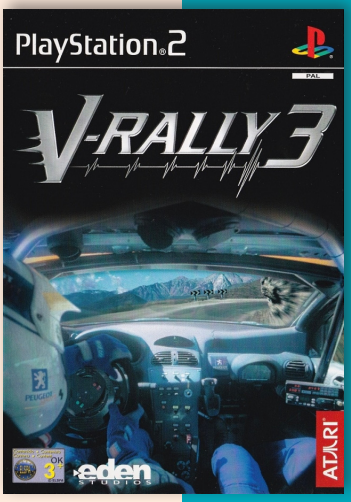
8.2



Developer	Eden Studios
Publisher	Atari
Release date	(eu) June 21, 2002
Genre	Racing
Mode	1-4 Players

V-Rally 3 focuses on the unique career mode, where the player races against bots in various rallies across an endless number of seasons, ultimately trying to become the champion. Alternatively, the game offers a quick race mode, where the player can play time attacks on the stages provided by the game or compete in one of the five different challenges it offers.

The game features 24 tracks and 20 official vehicles from the 2000 to 2002 World Rally Championship and the 2001-2002 Super 1600 Junior World Rally Championship, including the Mitsubishi Lancer Evolution VII WRC 01', the Subaru Impreza WRC 01', Toyota Corolla WRC, and (the game's "flagship" car) 2000 Peugeot 206 WRC. There are four unlockable vehicles, which can be unlocked once the player has achieved a goal (like claiming the 2.0 L Championship).

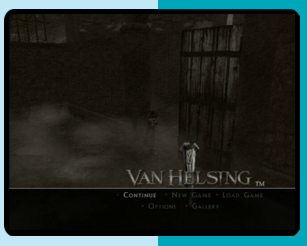


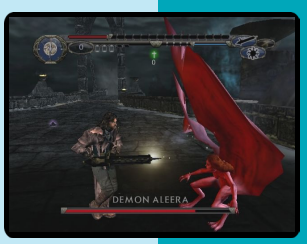
V-Rally 3 received generally favorable review from video game publications. GameSpot criticized the game's overly-sensitive and poor controls, but nevertheless highlighted its *"deep"* career mode due to its realistic damage-modeling system and ranking system, which is based on staff morale, car reliability, season performance, and budget.

Van Helsing

6.4

Developer	Saffire
Publisher	Vivendi Universal Games
Release date	(us) May 6, 2004
Genre	Third-person shooter
Mode	1 Player





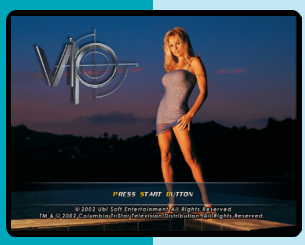
Van Helsing is a third-person shooter based on the 2004 action horror film of the same name by Stephen Sommers. The game features voice talent from the movie including Hugh Jackman.

Starting off with the killing of Mr. Hyde in Paris, the player must use the character of Van Helsing to hunt down Dracula in Transylvania.

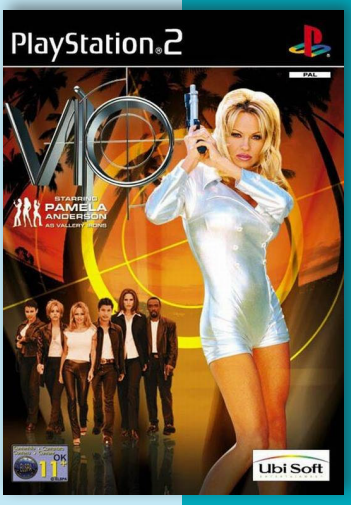
Van Helsing is equipped with several weapons, including his signature grappling hook that will work both as a tool to move around and as a weapon.

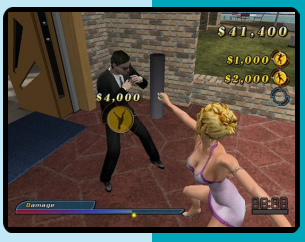
V.I.P.

2.1



Developer	Ubisoft Shanghai
Publisher	Ubisoft
Release date	(eu) August 30, 2002
Genre	Action
Mode	1 Player





V.I.P. is based on the TV series of the same name. V.I.P. is a bodyguard agency that protects its clients in Hollywood, Beverly Hills, and Los Angeles. Pamela Anderson stars as Vallery Irons, the boss of the Vallery Irons Protection bodyguard agency.

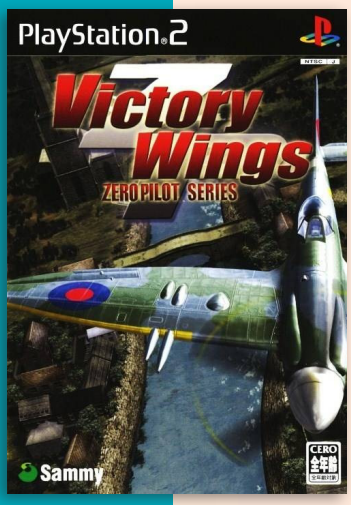
In the game, the player controls one of the V.I.P. bodyguards (Vallery Irons, Tasha Dexter, Nikki Franco, Quick Williams, Johnny Loh), in a mission to rescue a plastic surgeon from LA's most famous mobster. In addition to the main story, the game includes different minigames.

The player controls the character simply by pressing the buttons in correct order; this will control the character to kick or hit opponents. After completing a mission, the player can unlock video clips or photos in the photo gallery.

"mobygames.com"

Victory Wings: Zero Pilot Series

8.2

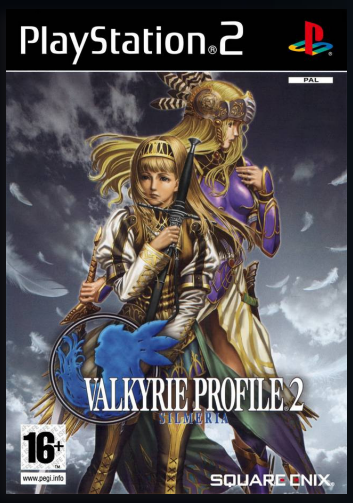


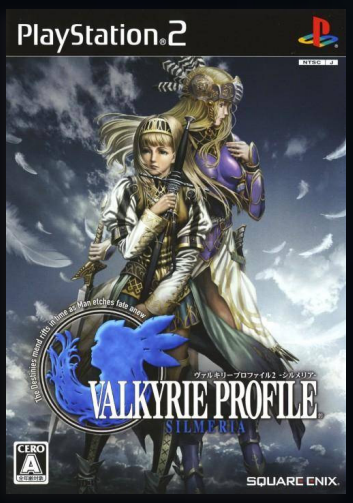
Developer	Opera House
Publisher	Sammy Studios
Release date	(jp) December 9, 2004
Genre	Simulation, Shooter
Mode	1 Player

Victory Wings is an arcade-style flight-sim game set in the European Theater of World War II, offering a wide variety of planes to fly from both sides of the conflict. The Campaign Mode features ten missions starting with an air raid on London that must be repelled, leading all the way up to the fall of Berlin. Each mission has different objectives and requirements, and may involve mid-air dogfights against enemy planes, torpedo attacks on naval targets, or bombing runs on strategic targets.

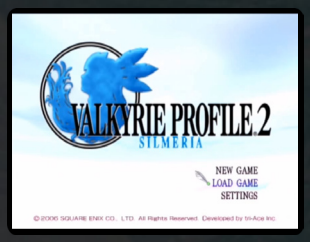
There is also a Free Combat mode there the player can practice the campaign missions, duel 1-on-1 against the computer or another player, go on bombing runs or various other types of missions. There is also a training mode available to explain how to complete each type of mission.

8.4





Valkyrie Profile 2: Silmeria



Developer	Tri-Ace
Publisher	Square Enix
Release date	(jp) June 22, 2006
Genre	Role-playing
Mode	1-2 Players

Valkyrie Profile 2: Silmeria is the second installment of the Valkyrie Profile series.

Taking place hundreds of years before the original game, the story revolves around two characters living in the same body named Silmeria and Alicia. Together, the two characters work to stop a catastrophe that could cause war between the people and the Gods.

Valkyrie Profile 2: Silmeria, continues and substantially builds upon the gameplay that the first game was known for. Unlike many other JRPGs, Valkyrie Profile 1 and 2's dungeon and town exploration takes place on a 2D plane similar to a sidescroller. Alicia is the only character that can jump, swing a sword, and shoot photons. Photons can bounce off the ground and walls, temporarily freeze enemies and objects in crystal, and switch places with crystallized enemies; they are used to solve many puzzles. Alicia can also engage an enemy in battle by attacking them or by coming into contact with them. When attacking enemies, Alicia receives the first move in combat with a full attack point gauge. By coming into contact with an enemy, there is a chance that the player will be at a disadvantage and start with an empty attack point gauge.

Sealstones are items with special effects hidden atop daises and shells within dungeons. Sealstones on a dais will affect enemies within that daisy's radius of influence, as well as expanding the range of Sealstones. If Alicia carries a Sealstone, it affects the whole party. Similarly, if an enemy possesses one, it will affect that enemy party, while not affecting any others. If placed in a shell, the Sealstone's effect is negated completely.

Unlike the first game, there are no "periods" or time limits for progression. Chapters end after specific story moments are reached rather than at the player's press of a button. Overall, the game is more linear than its predecessor.

Combat takes place in a real-time 3D battlefield using the Advanced Tactical Combination (ATC) battle system. Combat uses attack points (AP) which are needed to act in battle. Points are consumed by attacking and dashing, and are replenished by defeating enemies, by being attacked, by using the charge function, or by moving around as time passes. Time only flows when the player is moving which allows players to stop time and plan out where they will move next, and predict where enemy units may attack. Once an attack occurs, the screen zooms in on the party, allowing the player to coordinate their attack or defense. The party can also conduct a leader assault, in which destroying the enemy leader will cause the others to retreat, ending the battle quickly and earning bonus experience.

Characters have multiple attacks and can be assigned up to three of them for use in battle. Stringing attacks together adds to the heat gauge. When the heat gauge reaches 100% in one turn, characters can perform their soul crush special attack, which causes more damage and refills the heat gauge.

Crafting is a major new element in the game. Merchants throughout the game have a handful of special stock that can only be purchased after selling the necessarily materials to him. Materials can be equipment, consumable items, or ingredients gained from fighting monsters. Each monster has breakable parts, such as a tail, horns, wings, or a carried weapon. When such a part is broken off in battle by the player's party members dealing sufficient damage to it by physically striking it, there is a chance of the player receiving an item. Each monster has exactly one possible item for each of its breakable parts. Some parts are harder to break off than others, as they may be small or difficult to reach with most attacks, so a player seeking to break certain enemy parts should consider the hit box of their characters' selected attacks and the resultant combo they intend to perform to ensure that they manage to connect their hits on the enemy part sought.

With a second controller, a second player can also control one or more party members in combat.

Optional additional party members can be found in the many villages and dungeons in the form of inanimate objects whose attached spirit Alicia can materialize into Einherjar. The character class is fixed, but oftentimes the individual character players obtain is randomly selected from a pre-set list with up to 4 possibilities. These Einherjar can also be "released" once they've gained a few levels, which rewards the player with rare stat-boosting items according to a couple of factors, including how well-equipped the released Einherjar was.

On December 9, 2005, the game's development for the PS2 was revealed along with another entry for the PSP titled Valkyrie Profile: Lenneth. The game was designed to have a similar battle system to the original Valkyrie Profile, but allow players to move their characters around during combat to create more strategy.

The game's music is composed by Motoi Sakuraba of Star Ocean. Prior to the release, a special artifact box was released which included a copy of the game, ten musical tracks, a keychain, and a figurine. In 2012, characters Rufus and Alicia were added to the Square Enix card game Lord of Vermillion Re: 2.

Valkyrie Profile 2: Silmeria was the top-selling game during the week of its release in Japan, selling 281,510 copies. It sold over 400,000 copies in Japan by the end of 2006.

The game was well received by critics, with an 84/100 rating at Metacritic. Famitsu scored the game a 34 out of 40. GameSpot gave it an 8.0/10, calling it a *"refreshingly different and very challenging example of a Japanese RPG"* that *"looks great,"* with a *"fun and exciting"* combat system. They praised the game for its depth and variety but found the skills and equipment interface convoluted and noted that its high difficulty *"hampers the pacing of the storyline."* IGN was highly complimentary of the game, citing its beautiful graphics and 3D combat as standout features, while citing its characters and voiceovers as being less compelling than the original title. 1UP.com highly praised the game, calling out the exquisite attention to graphical detail in the games environments and the cut scenes, as well as calling the soundtrack *"stellar"*.

The game received IGN's award for "Best Game No One Played" in 2006.

Vampire slayers unite

Load up with ammo and join the quest to release a medieval village from the grip of bloodthirsty vampires. Blast away with one or two players through waves of immortals intent on spreading their cursed bloodline. But beware, as you near the climax of your hunt, a horrifying secret will be uncovered. Arm yourself with Vampire Night, also available bundled with the G-con™2 gun. It's the only shooter with bite and it's only available on PlayStation®2. www.vampire-night.com

namco

PlayStation 2
THE THIRD PLACE

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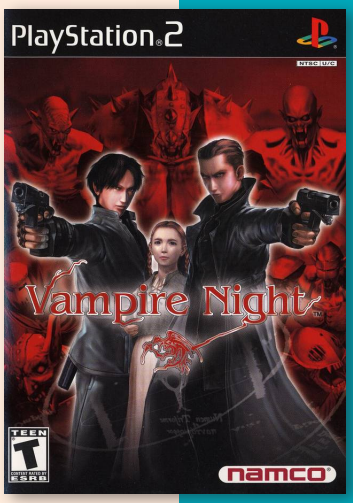
Vampire Night

6.5

JNP

Developer	Wow Entertainment
Publisher	Namco, (eu) SCEE
Release date	(us) November 14, 2001
Genre	Light-gun
Mode	1-2 Players



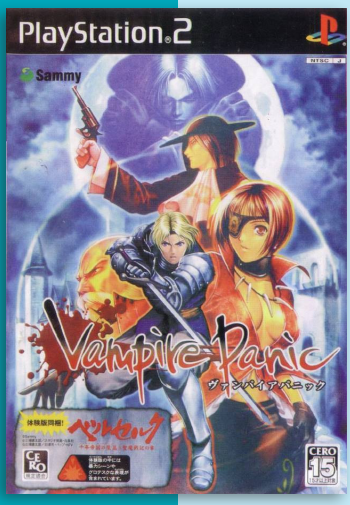
Vampire Night is a port of an arcade game released in 2000. Players take control of two Vampire hunters. The game is a rail shooter in the same vein as The House of the Dead and Ghost Squad in which players must kill vampires in their weak point and save victims before they become vampires.

Improvements over the arcade version includes a special training mode, an adventure mode, and other hidden features for players to unlock. The game was also sold as a bundle with the GunCon 2 included.

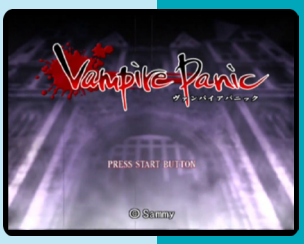
Vampire Panic

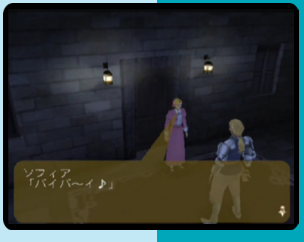
7.0

Limited Edition



Developer	Alfa System
Publisher	Sammy Studios
Release date	(jp) June 24, 2004
Genre	Action
Mode	1 Player





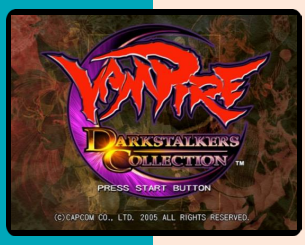
J

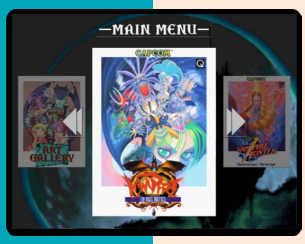
Vampire Panic is a third-person action game with minor adventure and stealth elements. Controlling one of three ISLA agents, the player must eliminate the vampire infestation in the small town of Insel and escort as many residents as possible to safety outside the town. Vampires can attack by biting either the player or friendly villagers, causing them to start turning; if the transformation completes before the affliction can be healed, villagers will turn into enemies and can no longer be saved, while the player turning results in an immediate game over. The game's story will change depending on which and how many villagers the player is able to rescue.

The player can control three different ISLA agents, switching freely between them at designated safe locations. Rusty is a young swordsman who is relatively inexperienced with vampire combat, but is highly skilled with a blade. Mary uses her fists to fight, and her special technique is a transformation that increases her speed and power. Last, Abbey is a highly-experienced ISLA agent who uses a revolver.

Vampire: Darkstalkers Collection

8.2





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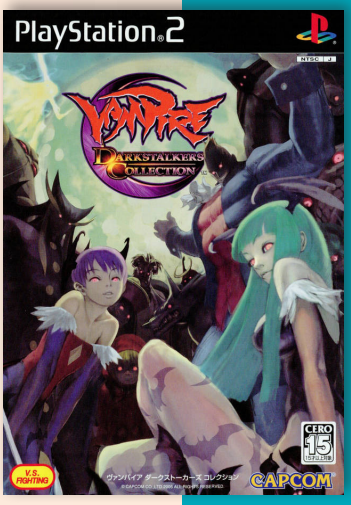
Developer	Capcom
Publisher	Capcom
Release date	(jp) May 19, 2005
Genre	Compilation, Fighting
Mode	1-2 Players

Vampire: Darkstalkers Collection is an accumulation of 5 different arcade titles from Capcom's Darkstalkers series. It includes the first three entries to the Darkstalkers series, Vampire: The Night Warriors (Darkstalkers: The Night Warriors), Vampire Hunter: Darkstalkers' Revenge (Night Warriors: Darkstalkers' Revenge) and Vampire Savior. The two upgraded titles, Vampire Hunter 2 and Vampire Savior 2 are also included.

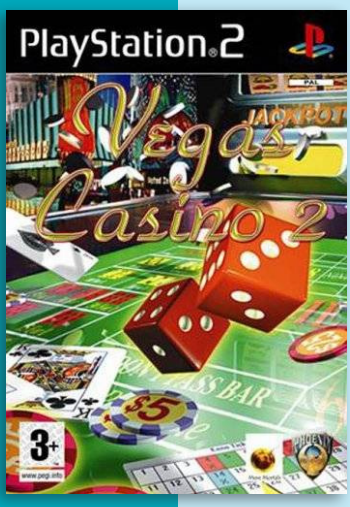
All the games include an arcade, versus, training and option modes. When conditions are met, alternate or arranged versions of Vampire Savior, Vampire Hunter 2 and Vampire Savior 2 can be unlocked. In the arranged versions the console exclusive characters become playable along with the new character Dee. An "Art Gallery" mode allows players to unlock 192 illustrations featuring characters and concept artwork.

IGN called it *"one of the finest compilations ever"* and a *"true, wait-free arcade perfection."* However, according to Siliconera, *"the fighting engine has aged considerably. It's really designed for people who love the series and Capcom's more traditional 2D fighters."*



CapKore

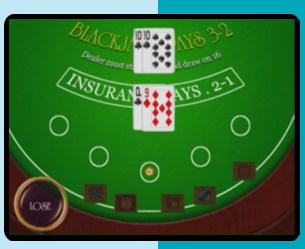
Vegas Casino 2



Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) March 25, 2005
Genre	Casino
Mode	1 Player

Vegas Casino 2/Vegas Casino II is a gambling game, published by Phoenix Games, which was released as a budget title in 2005 exclusively for Europe.

The game is set in a Las Vegas Casino and feature 8 different casino games; Blackjack, Baccarat, Roulette, Keno, Poker, Twenty One, Slot Machine and Craps.



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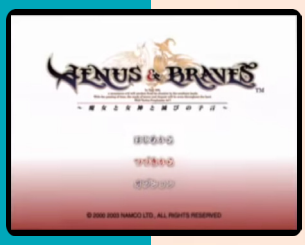
Venus & Braves:
Majo no Megami to Horobi no Yogen

8.0



Developer	Namco
Publisher	Namco
Release date	(jp) February 13, 2003
Genre	Turn-based strategy
Mode	1 Player

Venus & Braves: Majo to Megami to Horobi no Yogen ("Venus and Braves: The Witch and the Goddess and the Prophecy of Destruction") is a tactical role-playing game and a pseudo-sequel to the 2D RPG Seven: Cavalry Troop of Molmorth. The game takes place in the same fantasy world and revolves around an immortal warrior named Blood Boal who is sent by a goddess to save the world from destruction in a hundred years' time. The story itself takes place during the ensuing century and beyond.

Venus & Braves uses a "Rotation Battle System" in which seven characters are placed on a 4 block by 3 block isometric grid, and fight enemies in a similar pattern on the opposite grid. The abilities of characters are geared towards different rows; some may attack from the back row, while others may heal ally characters in the same row. Battle takes place automatically, with the player deciding whether to send the front row to the back at the end of the turn, thus "rotating" the field. As the field is rotated, the second row is sent to the front lines, and so on. If a character dies, they are permanently removed from the game.

The effectiveness of a character is determined by a number of stats, including an "assistance" attribute for attack and defense, and recovery attributes that affect the speed of a unit's healing and allow them to heal allies. There are over 50 individual unit types and 17 unit categories, and certain combinations of characters possess special abilities.

Weapons can become stronger if they are continuously used by a certain character. These weapons retain their power if they are bequeathed to a younger party member and not merely removed from their previous user.

The game includes both a single player mode and multiplayer PlayStation Network battles.

IGN called the battle system of Venus & Braves *"complex and enjoyable"*, with *"an intriguing storyline"* supplementing the element of strategy in character formations.

PlayStation 2 the Best

Premium Box

J

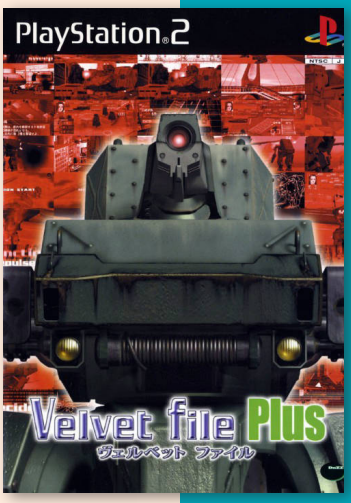
Velvet File Plus

8.6

Developer	Seta Corporation
Publisher	Seta Corporation
Release date	(jp) March 29, 2001
Genre	Turn based Tactical role-playing
Mode	1-2 Players

Velvet File Plus is a Japan-only sequel/update to Robot Warlords. This release fixed several bugs and fixed the overall balance of the game, making it more user-friendly for new players.

The game also includes support for the Sony PS2 PrintFan that let players print out robots from the game and make paper models.



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Vexx

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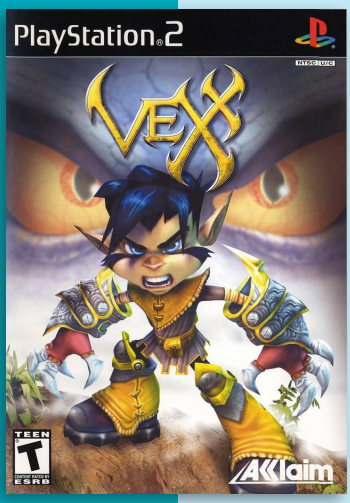


Developer	Acclaim Studios Austin
Publisher	Acclaim
Release date	(us) February 11, 2003
Genre	Action-platformer
Mode	1 Player

Vexx is a 2003 platforming game released for the PS2, GameCube and Xbox. The objective consists of collecting magical hearts and unlocking more worlds to play, defeating enemies and jumping across platforms. Vexx is armed only with the legendary Astani war talons, which give him the power to defeat his enemies, as well as fly and swim under water.

Vexx received “mixed reviews” on all platforms.

N P

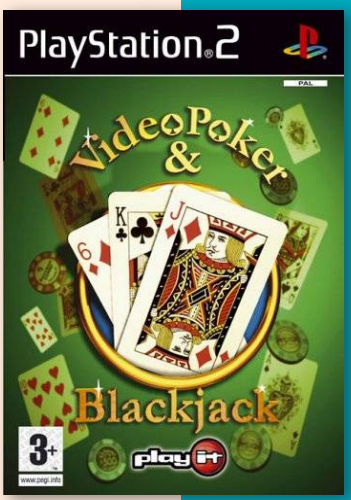
Video Poker & Blackjack

P

Developer	Black Ops Entertainment, System 3
Publisher	Play It!
Release date	(eu) November 26, 2004
Genre	Casino
Mode	1 Player

Video Poker & Blackjack is a gambling game. Video Poker combines Slot Machines with the skill of playing Poker.

Games feature different recreations of slot machines, including; Jacks or Better, Deuces Wild, Joker’s Wild, Kings or Better, Double and Triple Bonus Games. The gambling machine simulates the programming used in the real machines.



Vib Ripple

7.0

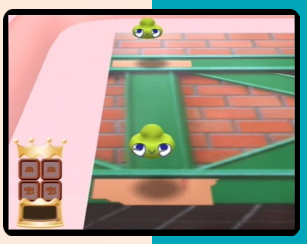
J

Developer	NanaOn-Sha
Publisher	SCEI
Release date	(jp) May 27, 2004
Genre	Music
Mode	1 Player

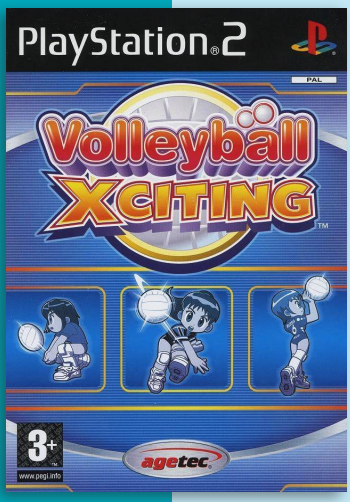
Vib Ripple is the second in a series of data importation-reliant games created by NanaOn-Sha. Unlike its music CD-driven prequel, Vib Ribbon, however, Vib Ripple instead focuses on digital photography. Playing as the wireframe rabbit Vibri once again, players must uncover hidden characters and objects embedded inside photos while avoiding enemies. In addition to the sample photos included on the disc, Vib Ripple also includes the ability to import photos from other sources, including USB cameras.

In order to uncover the hidden treasures within the photographs, players must have Vibri jump on them as though they were a trampoline. When an area within the picture changes to deeper shades of one color, that's Vibri's cue to keep jumping there harder and harder to free the hidden item. The level ends when all of the concealed objects have been uncovered, although enemies are present in some photographs to impede the player's progress.

"giantbomb.com"



Volleyball Xciting



Developer	Success
Publisher	Success, (eu) Agetec
Release date	(jp) January 30, 2003
Genre	Sports
Mode	1-2 (4) Players

Volleyball Xciting features an all girl cast of cell-shaded manga girls, starting out with 8 teams but more are added as players unlock them along with more courts to play at as they progress through the game.

The game contains several modes of playing, such as World Exhibition and Beach Volleyball, and players can play as many as 4 people at the same time with the aid of a multi-tap.

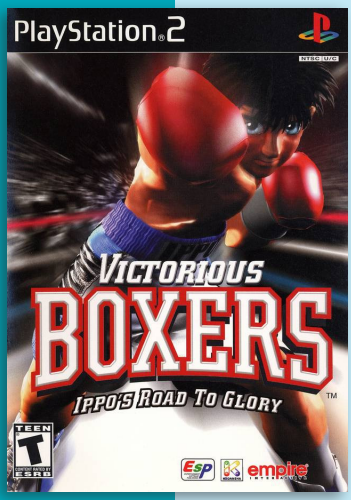
Players never have to move the players around the court as they do it themselves, and players just have to time the shots with the corresponding button to make them whack the ball across the net.

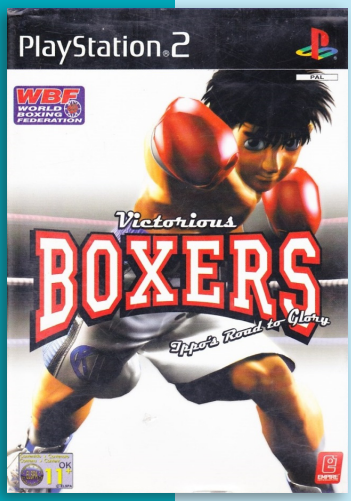
5.8

J P

7.5

Victorious Boxers: Ippo's Road to Glory





JNP

Developer	ESP Software
Publisher	Empire Interactive, (jp) ESP Soft., (ko) AK C.
Release date	(jp) December 14, 2000
Genre	Sports, Fighting
Mode	1-2 Players

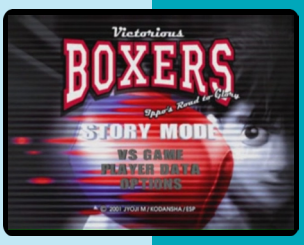
Victorious Boxers: Ippo's Road to Glory features a mix of simulation and arcade style boxing. The storyline, which unfolds in the story mode, takes place in six linear segments that originally overlapped in the manga. The game's fights mirrored the fights from the manga series. The beginning of the game focuses on Ippo Makunouchi's rise to the Japanese Featherweight championship, and later switches to Ippo's fellow gym mates' careers.

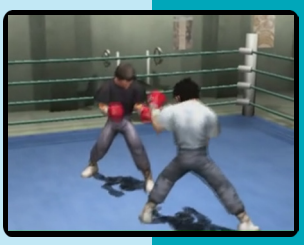
The controls of Victorious Boxers were designed to give more realistic movement to characters. Characters can dash, bob and weave in all eight directions. The punches are divided into left and right jabs/hooks. When punches are used in conjunction with "technique" and "special" buttons, extra types of punches can be executed. Combinations and counter-punches are also possible. By combining upper body movements with punches, players can duck down and hit to the body or lean back and throw a quick punch to the head.

Victorious Boxers does not use a damage or life meter. Instead, visible damage can be seen on a boxer's face. Another sign of damage is the characters' speed of movement throughout the fight. The characters begin to move slower and the controls become less responsive to simulate fatigue. The more a boxer is hit or uses special moves, the more their stamina is affected. Distance is a factor in determining a punch's damage.

The game features 44 playable boxers—42 boxers and two duplicate characters that have handicapped abilities. The protagonist is Ippo Makunouchi, but the story shifts to his friends and fellow contenders as well. The game features most of the boxer up to the 53rd volume of the manga. The different boxers span five different weight classes; most boxers have a special move derived from the manga series.

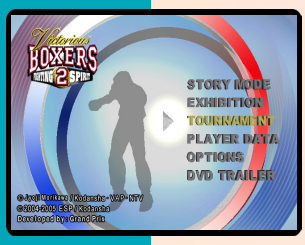
Victorious Boxers was met with mixed reception, with the visual style being poorly received, but its accuracy to boxing being praised. It was commercially successful in Japan, but did poorly in North America.

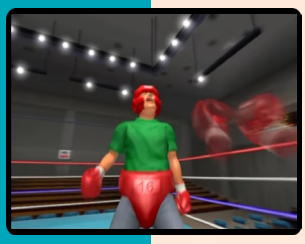


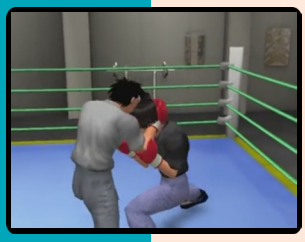


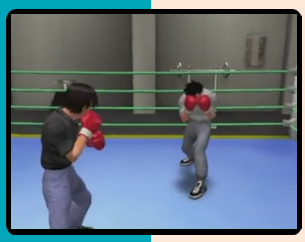
Victorious Boxers 2: Fighting Spirit

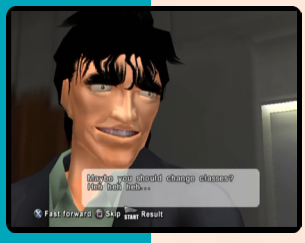
6.1



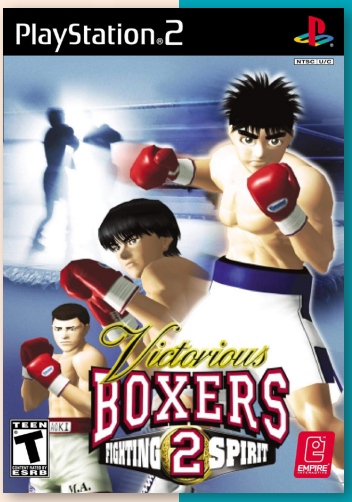


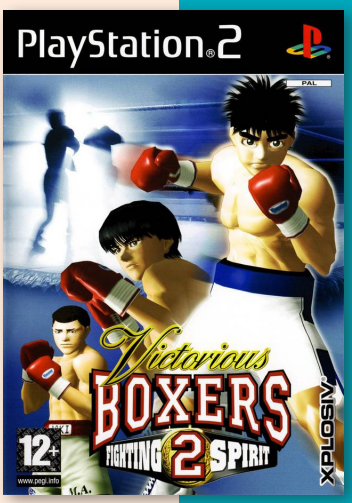






Developer	Grandprix Inc.
Publisher	Empire Interactive, (jp) ESP Software
Release date	(jp) December 28, 2004
Genre	Sports, Fighting
Mode	1-2 Players





J N P

Victorious Boxers 2: Fighting Spirit is the North American sequel to Victorious Boxers: Ippo's Road to Glory. In Japan, it is actually the third game in the series to be released on the PS2. Because of this, it is sometimes confused with the actual second Japanese game, Hajime no Ippo 2: Victorious Road. Like its predecessor, it is based on the anime and manga series Hajime no Ippo.

The fights in the game mirrored the fights that took place in the manga series. The beginning of the game focuses on Ippo Makunouchi's rise up the Japanese Featherweight ranks, and includes the fights of Ippo's fellow gym mates. The storyline, which unfolds in the story mode, takes place in various linear segments in the game.

The controls are very similar to its predecessor. There are both offensive and defensive types of moves. Defensive moves include dashing, bobbing, weaving and guarding. Offensive moves include standard boxing maneuvers like jabs, hooks and uppercuts. The game features over 70 boxers.

Game modes include;
The story mode is a single player mode that follows the boxing careers of the main characters from the manga/anime series.

The exhibition mode is a multi player versus mode where players can compete against each other. Initially, only a small number of characters are available, but more characters become available by playing through the story mode.

In tournament mode player(s) can compete in tournament style gameplay with either 4, 8, or 16 fighters.

Like the first Victorious Boxers, this game had a relatively unknown release. Though very similar to the first, it did not receive as many positive reviews. PALGN rated it an overall 6.5 and stated that it was a *"reasonable boxing title"* that could have done better if released earlier. They also stated that fans of the anime and manga would enjoy it. Famitsu rated the game a 28/40.

9.0

JNP

Viewtiful Joe

Developer	Clover Studio
Publisher	Capcom
Release date	(jp) September 9, 2004
Genre	Beat 'em up
Mode	1 Player

Viewtiful Joe is a side scrolling beat 'em up originally released in 2003 for GameCube as a part of the Capcom Five. The game was later ported to the PS2 by the same design team under the name Clover Studio, subtitled in Japan Aratanaru Kibō.

The game's story concerns Joe, an avid movie-goer whose girlfriend Silvia is kidnapped during a film starring Joe's favorite superhero, Captain Blue. Joe is shortly thereafter thrust into Movieland, where Silvia is taken by the villainous group known as Jadow. After accepting a special V-Watch from Captain Blue, Joe transforms into the tokusatsu-style persona "Viewtiful Joe" and sets out to rescue her.

Viewtiful Joe's core gameplay is similar to a traditional side-scrolling beat 'em up. Taking control of Joe, the player is mostly limited to moving left, right, up, and down on a fixed 2D path. The game contains platforming elements such as the ability to jump and double jump. Combat consists of fighting multiple enemies on screen at once. Joe has the ability to punch, kick, and dodge—which he can do by leaping upward or ducking. Dodging enemies' attacks successfully temporarily dazes them, leaving them wide open for attack.

Viewtiful Joe features unique gameplay elements in the form of Joe's "Viewtiful Effects (VFX) Power", which is designed to emulate camera tricks seen in films. VFX Power is used in both battling enemies and solving various puzzles. These three powers are limited by the "VFX Gauge" located at the top of the screen. The meter slowly empties when an ability is in use. Once it depletes, Viewtiful Joe changes to normal Joe, lowering his attack and defense and leaving him temporarily devoid of VFX Power. The first VFX Power is "Slow", which slows time, causing the player's attacks to be more powerful, increasing Joe's reflexes, and allowing him to dodge attacks more easily. The second VFX Power, "Mach Speed", allows Joe to move at a faster speed, creating multiple after-images of him when he unleashes a flurry of attacks on all enemies on the screen. The last VFX Power, "Zoom In", causes a camera close-up of Joe, powering up his normal attacks, granting him a set of new attacks, and paralyzing all lesser foes in proximity to him. Any two VFX Powers can be combined.

Defeating enemies gives the player "V-Points" in the form of small and large coins, while using special attacks gives them "V-Marks", or "Viewtifuls", which can be converted into V-Points. Viewtifuls can be quickly gained by using combos or long chains of attacks. Each stage in Viewtiful Joe consists of several interconnected missions, or scenes, that the player must complete in order to advance. When completing the stage, the player is graded on the number of V-Points earned, the amount of time taken, and how much damage Joe took. V-Points can be used between stages to purchase new abilities, expendable weapons (which include the "Voomerang" and "Shocking Pink Bombs"), more health, and health-restorative items. Clearing the

game on various difficulties allows players to play as different characters such as Silvia, Captain Blue and Alastor, with the PS2 version also allowing players to play as Devil May Cry's Dante.

Viewtiful Joe was developed by the design staff "Team Viewtiful", a part of Capcom Production Studio 4. The game was announced in late 2002 as part of the Capcom Five, a line-up of five then-upcoming GameCube games to introduce new content to the console. It was directed by Capcom alumnus Hideki Kamiya, whose previous credits include the planning of Resident Evil and Resident Evil 2 and the direction of Devil May Cry. It was produced by Atsushi Inaba, who previously worked on the Ace Attorney series and Steel Battalion. In its earliest stages of development, Viewtiful Joe went under the working title "Red Hot Man", but the name was changed due to copyright conflicts with the American rock band Red Hot Chili Peppers. Viewtiful Joe's development team initially consisted of six people working under a twelve-month deadline. As work continued, the size of the team grew, and development ended up taking a full 21 months to complete. The game was conceived as a *"staff-focused project"* aimed at increasing the skill of its creators, specifically director Kamiya.

Inaba stated, *"We wanted to create a challenging game with stunning visuals and fluid gameplay"*. As a lifelong fan of superheroes, Inaba's aim was to combine traditional Japanese tokusatsu with American comic books. The character designs created by Kumiko Suekane were inspired specifically by 1960s and 1970s Japanese-costumed tokusatsu television shows such as Kamen Rider and Ultraman. Graphically, the game adopted a 2D side-scrolling style mixed with 3D cel-shaded animation. Despite many games in the then-modern industry shying away from 2D graphical formats, Inaba said, *"We have been able to breathe new life into the genre because we are using a new stylistic way that hasn't been seen before."* The team chose the GameCube as its platform because of their target audience and because it lent itself well to Viewtiful Joe's gameplay.

The musical score for Viewtiful Joe was co-composed by Masakazu Sugimori and Masami Ueda. Both the North American and Japanese releases of Viewtiful Joe feature English voice acting in order to keep a *"western comic book feel to [the game]."* Voice actors for the game include Dee Bradley Baker, Christina Puccelli, Gregg Berger, Mikey Kelley, Roger Rose, and Kevin Michael Richardson. Director Hideki Kamiya provides the voice for Six Machine.

It is said that Director Kamiya based Joe's run animation on how he got to work, and the bosses of the game are based on Capcom executives.

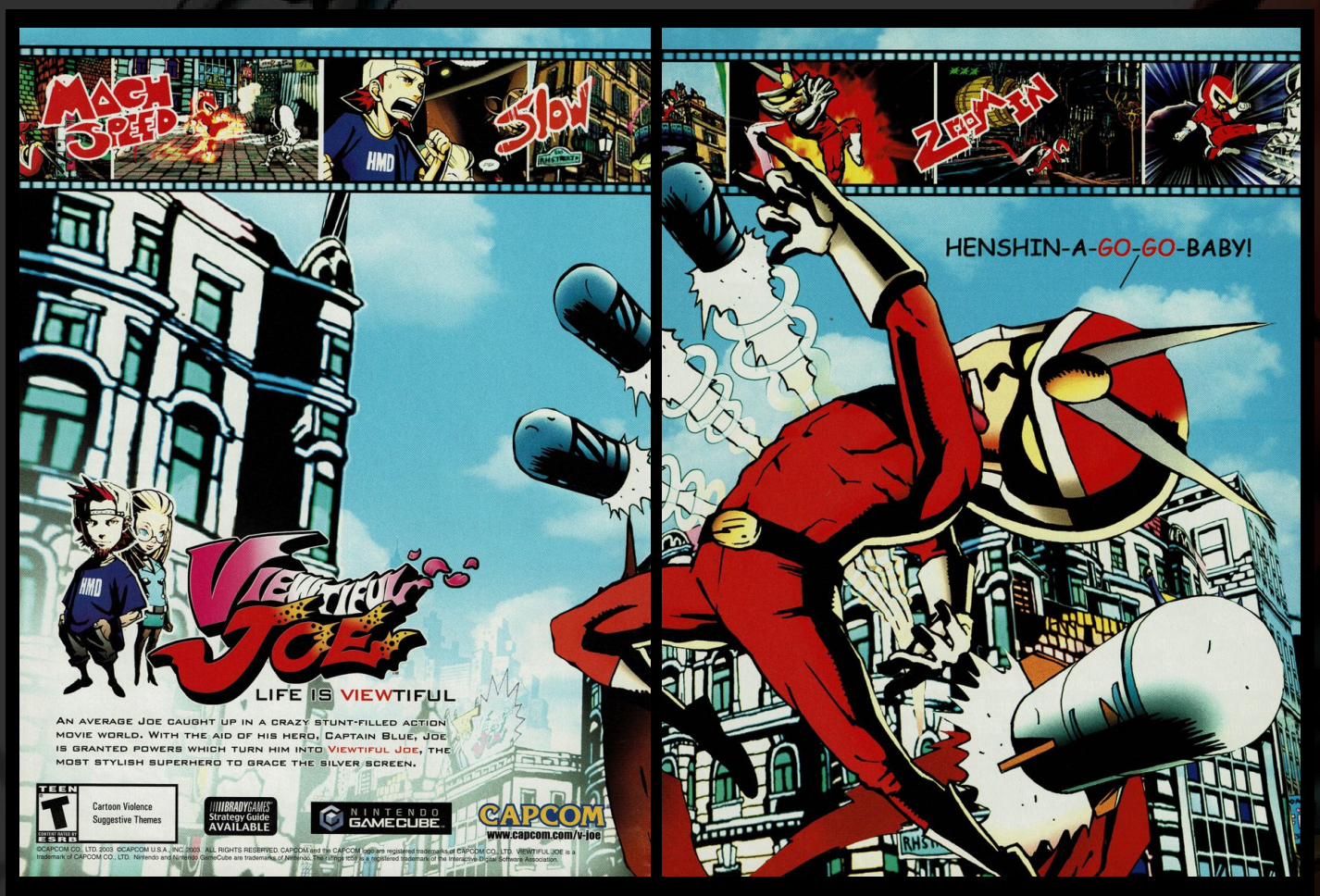
A budget re-release of the game for the GameCube titled Viewtiful Joe: Revival was released in Japan in late 2003, adding a "Sweet Mode" to decrease the difficulty setting from the original game's "Kids Mode". A PS2 port of Viewtiful Joe was released by Clover Studio in 2004. It was released in Japan with the subtitle A New Hope. The PS2 version does not feature progressive scan seen in the GameCube version.

The game was a minor commercial success. In Japan, the GameCube version of Viewtiful Joe sold through its initial shipment of less than 100,000 copies during the week of its release. Preorders of the GameCube version sold out on Capcom's North American website prior to its ship date, and Viewtiful Joe debuted as the tenth best-selling game in the region. The PS2 version sold a poor

9,912 units in its first week of release in Japan. Worldwide, sales of the game reached 275,000 copies on the GameCube and 46,000 on the PS2. Sales of the game in both North America and Europe were lower than what Capcom had predicted, but due to its small budget, the game was considered by Inaba to be relatively successful commercially.

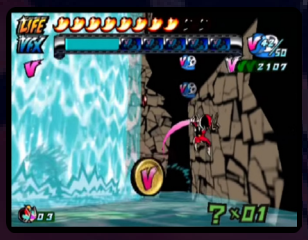
The GameCube version of the game currently holds a GameRankings aggregate score of 92%, while its PS2 port holds a score of 88%. The game's graphics, gameplay, and challenge have all been common areas of praise among many reviewers. IGN gave Viewtiful Joe an *"Outstanding"* rating, noting that the beautiful cel-shaded graphics and high-intensity action make it one of the best action games on the GameCube and PS2. Likewise, Eurogamer called it *"imaginative, beautiful, engaging and above all else entertaining"*. Game Informer praised it as *"a completely original and highly entertaining work of art"*. Criticisms about Viewtiful Joe have been few but consistent among reviews. IGN complained of the game's lack of boss variety. GameSpy has concurred, noting that the bosses were too easy due to a powerful attack that the player can perform. Reviewers have also criticized the lack of progressive scan in the game's PS2 port. IGN and Eurogamer have additionally pointed out that the PS2 port suffers slowdown in later stages of the game.

Viewtiful Joe garnered a number of awards and nominations from various magazines, popular gaming websites, and video game award programs. IGN named Viewtiful Joe "GameCube Game of the Year" and "Best Action Game of 2003". At GameSpot's Best of 2003, the game was nominated for "Best Artistic Achievement in a Game", "Coolest New Character", "Best GameCube Game", "Readers' Choice Best GameCube Action Game", and "Readers' Choice GameCube Game of the Year". Viewtiful Joe won "Most Innovative Game Design" in Nintendo Power magazine's 2003 Player's Choice Awards. It won "GameCube Game of the Year" awards for 2003 from both USA Today and GMR. The game was nominated by the Academy of Interactive Arts & Sciences for "Platform Action/Adventure Game of the Year" in 2003 and was nominated for three 'BAFTA) 'Awards including "Best Design", "Best Intro/Animation", and "Best GameCube Game".



Viewtiful Joe 2

8.5



Developer Clover Studio
Publisher Capcom
Release date (us) December 7, 2004
Genre Beat 'em up
Mode 1 Player

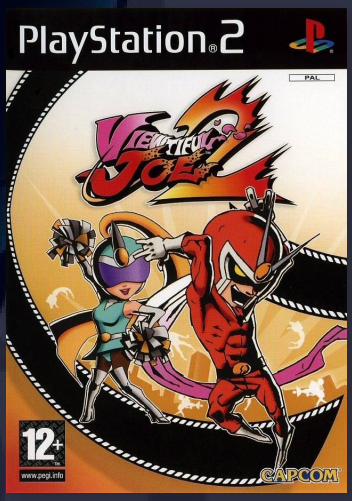
Viewtiful Joe 2, known in Japan as Viewtiful Joe 2: Secret of the Black Film, was released for the GameCube and PS2. The game's story begins precisely where the original Viewtiful Joe left off, with the beginning of an alien invasion of Movieland by a villainous organization called "Gedow". The group is led by an unseen being known as the "Black Emperor", whose proclaims his goal to collect the special Rainbow Oscars, seven statuettes which contain the "power of the happy ending". Straight from their previous adventure, superhero Viewtiful Joe and his girlfriend Sexy Silvia quickly charge themselves with stopping Gedow's evil plans.

Very similar to its predecessor, Viewtiful Joe 2 is a combination of 2D and 3D cel-shaded graphics with action, platforming, and beat 'em up gameplay elements. Joe has "VFX Powers" such as Slow, Mach Speed, and Zoom at his disposal. He is joined by girlfriend Silvia, who has also acquired VFX powers. However, Silvia has "Replay", which allows her to record and repeat an event three times in succession, instead of Joe's Mach Speed. The Replay power must be used wisely, as although it allow the player to do three times the amount of damage on an enemy, being hit while using it will incur three times the amount of damage to the player.

During the game, the player utilize a gameplay mechanic called "Viewtiful Switch" in order to swap between Joe and Silvia at any time. The two characters share both their amount of health and the VFX meter. Holding the switch button down for a certain amount of time enables the two player characters to use a special attack involving the transformable robot Six Machine.

Aside from the main game, Viewtiful Joe 2 also contains an optional gameplay extra called the "36 Chambers of Viewtiful", a series of stages which test the player's skills.

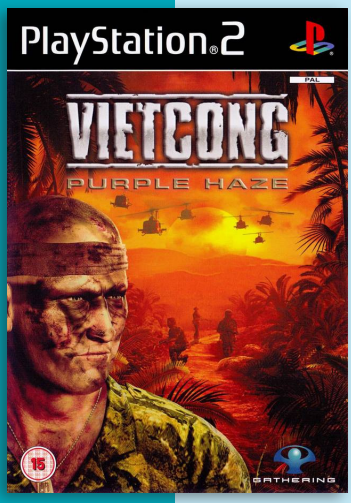
Akin to the original game, Viewtiful Joe 2 sold modestly but garnered considerable praise from critics due to its stylish graphics and gameplay.



J N P

Vietcong: Purple Haze

4.8



Developer	Coyote Developments
Publisher	Gathering
Release date	(us) September 15, 2004
Genre	Tactical first-person shooter
Mode	1 Player

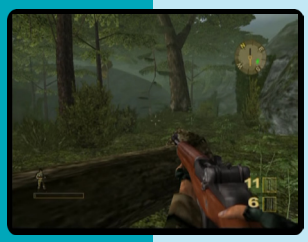
Vietcong: Purple Haze is a compilation pack that bundles the original Vietcong game alongside its expansion pack Vietcong: Fist Alpha. For the PS2 and Xbox version this is the first and only release of the game; the individual game and its expansion were not available separately.

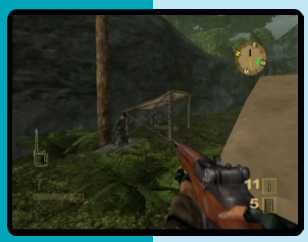
Vietcong, originally released for Windows in 2003, was developed by Pterodon in cooperation with Illusion Softworks. It is set during the Vietnam War in 1967.

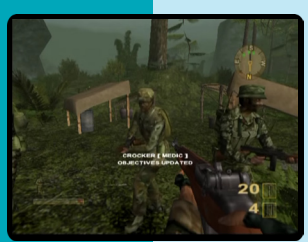
The player takes on the role of Sergeant First Class Steve R. Hawkins, assigned to the United States Special Forces camp at a strategic location of Nui Pek in South Vietnam near the Cambodian border. Hawkins and his A-Team carry out a series of various missions against the Viet Cong and North Vietnamese forces.

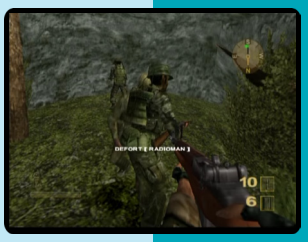
Vietcong has the player take part in military operations against the Viet Cong and later also the North Vietnamese Army. Some levels are highly linear, while others take place in more open outdoor environments, allowing for more tactical freedom. Missions typically require the player to sabotage weapons caches or simply clear areas of enemies - usually not all objectives need to be achieved in order to complete a mission. Gameplay mostly revolves around open combat in the jungle, tunnels and other locations typical for the setting but the player occasionally also has to traverse longer passages without encountering enemies during which punji pits and other traps pose the main threat.

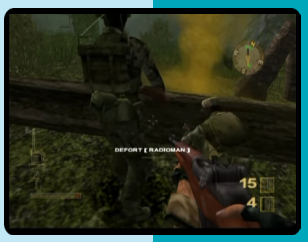
Vietcong aims for a high level of authenticity and realism. AI characters make frequent use of cover but change the latter often, making it difficult for the player to anticipate enemies' specific locations and encouraging a tactical approach. All weapons' aim sights can be used to increase aim but a sway is present which simulates a shooter's shaking hands. The game avoids the use of health packs and rather has the player use bandages, which briefly exposes him, or have a medic treat his wounds.

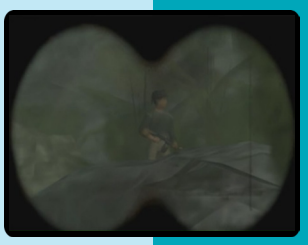


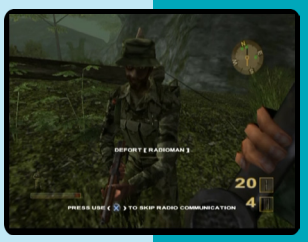


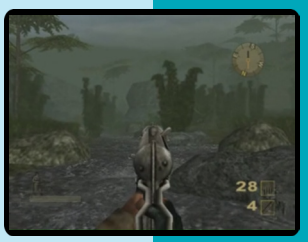












Violet no Atelier

7.5

Developer	Gust
Publisher	Gust
Release date	(jp) June 26, 2003
Genre	Role-Playing
Mode	1 Player

Atelier Viorate: The Alchemist of Gramnad 2, often spelled Atelier Violet due to the spelling of the main character's name in Trinity Universe, is the fifth release in the official Atelier series, and the final game in the both Gramnad series and the wider "classic timeline". Like the four games before it, Atelier Violet was exclusively released in Japan.

The game takes place about 20 years after the events of its predecessor Atelier Judie: The Alchemist of Gramnad, and thus roughly a year after the end of Atelier Elie.

The goal of the game is to run a store and increase Karotte Village's population. From the start, the game has a three years in-game-time limit, but it's possible to get an extension for two more years.

The game allows the player to choose the wares for Violet's store to sell, or the player can leave it to the game. The player can let Violet herself be the clerk, or hire one of Violet's friends. The game also feature facilities, that makes new ways to produce or store items available. Facilities can be placed in the workshop.

The player can take quests from every town. The quests can involve hunting a certain enemy, or reporting in one or several certain items. Quests will increase the popularity of the shop in the respective town or city the quest was taken from.

With the synthesis system, the player can combine different items to create a new item. More items becomes available through obtaining recipies. Recipies can be found or bought.

The battles are turn-based and the player will enter battle with Violet and two optional and changable party members. In battle, the player can use synthesized or bought items from the basket.

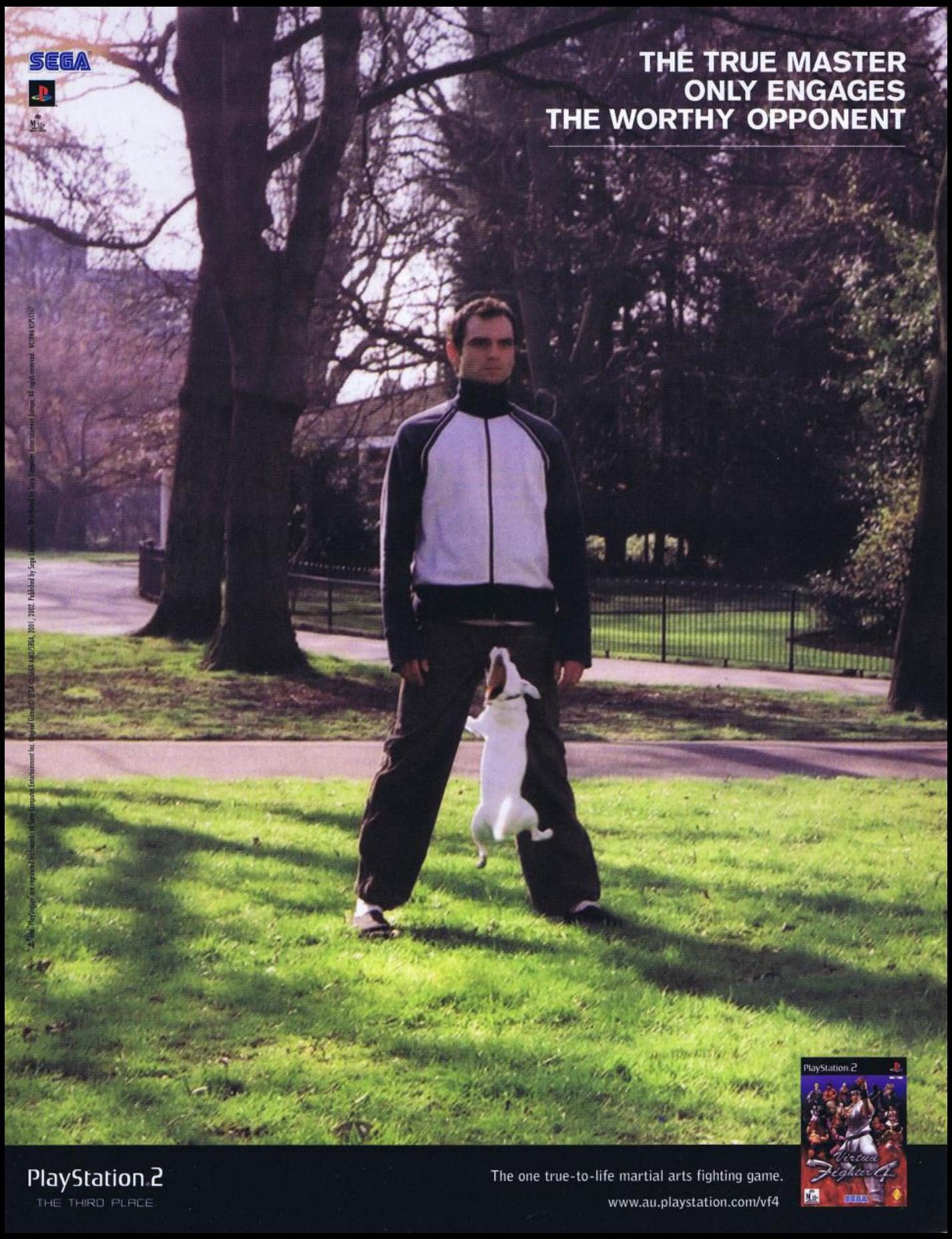
The game has 11 possible endings, with 2 of them being exclusive to the PSP re release. The game's ending will be decided by the players actions and the development of Karotte Village.

"atelier.fandom.com"

Gust Best Price

Limited Edition

J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www.au.playstation.com/vf4

Virtua Fighter 4

9.4

Developer	Sega AM2
Publisher	Sega, (eu) SCEE
Release date	(jp) January 31, 2002
Genre	Fighting
Mode	1-2 Players

Virtua Fighter 4 is the fourth game in the Virtua Fighter series. The game was first released in arcades on the NAOMI 2 board in 2001. In Japan, Virtua Fighter 4 is famous for spearheading and opening the market for internet functionality in arcades.

Virtua Fighter 4 became much more streamlined and user friendly than its predecessors, while expanding on old ideas and adding new techniques. The evasion system was revamped from Virtua Fighter 3, the evade button was removed, and evades were split into two types, successful and unsuccessful. A new move type called a Sabaki was added; an attack that also doubles as a reversal versus one or more move types.

The game feature 14 characters and two new characters, Vanessa Lewis and Lei-Fei. Vanessa Lewis is a black Vale Tudo/Muay Thai kickboxer with two completely separate moves sets that can be switched between on the fly, and Lei-Fei, a Shaolin monk, employs many stances that flow into one another. Taka-Arashi, one of the new characters added to Virtua Fighter 3, was omitted, apparently due to the developers not being able to make him work properly with the Virtua Fighter 4 system mechanics.

The fighting arenas reverted to the old Virtua Fighter style of flat and square, as opposed to Virtua Fighter 3's wild and undulating stage designs. The reason behind this was to make the game less random, and more balanced and competitive in nature. Walls, however, were kept and expanded upon with a wall stagger/juggle system and several wall types including high + unbreakable, low + breakable, and low + unbreakable + open corners.

Virtua Fighter 4 introduced a comprehensive training mode. The mode consisted of an encyclopedia of fighting game terms, complete character command list walkthroughs, tips on all of the game's mechanics, recommended character combos, alternative options for failed combos, detailed command input timings, and other training tips.

J N P

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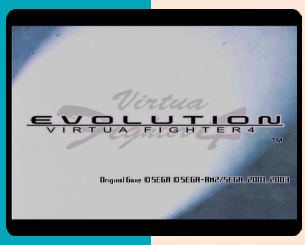
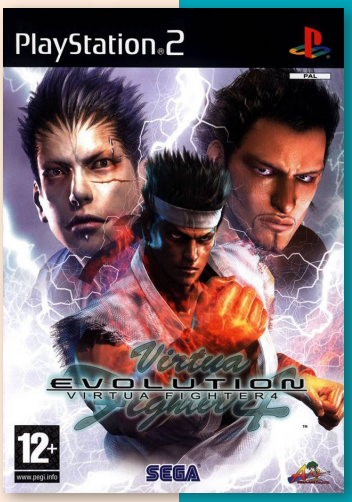
Virtua Fighter 4: Evolution

9.3



Developer	Sega
Publisher	Sega
Release date	(jp) March 13, 2003
Genre	Fighting
Mode	1-2 Players



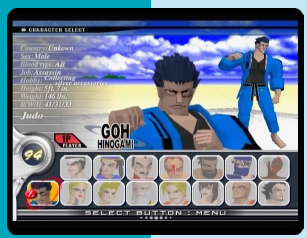
J N P

Evolution was an updated version of Virtua Fighter 4. The game introduced two new characters and adjusted every other character as well. The two new characters were the Judoka-assassin Goh Hinogami and the Muay Thai boxer Brad Burns. With the addition of Brad Burns, Vanessa Lewis's alternate Muay Thai style from Virtua Fighter 4 was removed and replaced with a Vale Tudo "Offensive" style; making her a solely Vale Tudo brawler.

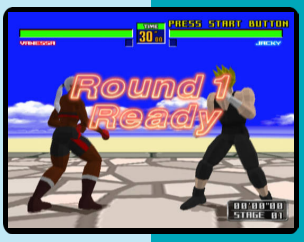
A unique feature in Evolution was the ability to play in a tournament quest mode, where the concept was that the player was competing by traveling to various arcades, as opposed to role-playing as the player's chosen fighter. This mode was very popular due to the ability to buy cosmetic items to customize a character, as well as the ability to name a character. Many players of fighting games have unique styles; with the combination of various items allowing for vastly differing appearances a new depth of uniqueness was added.

Virtua Fighter: 10th Anniversary

7.5



Developer	Sega AM2
Publisher	Enterbrain
Release date	(jp) November 28, 2003
Genre	Fighting
Mode	1-2 Players



J P

With the 2003 PlayStation 2 release of Virtua Fighter 4: Evolution arriving in time for the series' 10th anniversary, a remake of Virtua Fighter, Virtua Fighter 10th Anniversary, was released exclusively on the PS2. While the music, stages and low-polygon visual style were retained from the first game, the character roster, animations, mechanics and movesets were taken from Evolution.

In Japan, the game was included as part of a box set with a book and a DVD. In North America, the game was included within Virtua Fighter 4: Evolution, and in Europe it was only available as a promotional item; it was not sold at retail.

Virtua Quest

5.3

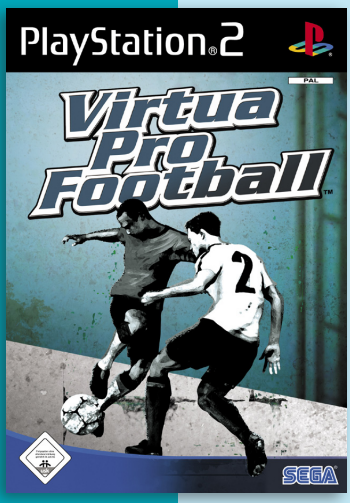
J N

Developer	TOSE, AM2
Publisher	Sega
Release date	(jp) August 26, 2004
Genre	Action role-playing
Mode	1 Player

Virtua Quest is a 3D action game with roleplaying elements and spin-off from the Virtua Fighter series. There's fighting included as well, although it takes the form of 3rd person street brawls with the character facing off against multiple enemies.

The player takes control of a boy named Sei, who has been convinced by his friend Hayami to start treasure hunting in the virtual world known as the Nexus. He and others can enter this digital world that resembles the real world via a network. Sei stumbles across a conspiracy inside the online realm, and now must fight to save himself and his world. Luckily, data of the legendary fighters from the classic Virtua Fighter tournaments has made it into the Nexus stream, and by studying from these masters in the online realm, he'll have the skills to defeat the enemy.

Virtua Pro Football



Developer	Sega Sports Design
Publisher	Sega
Release date	(jp) June 1, 2006
Genre	Sports
Mode	1-2 (4) Players

Virtua Pro Football, known in Japan as World Football Climax, is a soccer game. The game is more similar to the FIFA and Pro Evolution Soccer series than the more arcade based games in the Virtua Striker series.

Controls work as can be expected and include short and long passes, crosses, shots and different defence options. The game features a special one on one mode where offensive players can challenge and dribble past a defender. Some of the movement options that are possible are lunge, feint and nutmeg.

The game features over 250 teams in twelve leagues (including three licensed ones; Dutch Eredivisie, Gouden Gids Divisie and Spanish LFP Primera Division). Competitions that the player can compete in are domestic leagues, club cups, international cup and custom leagues and cups.

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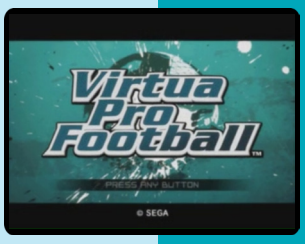

J P

Virtua Cop: Elite Edition

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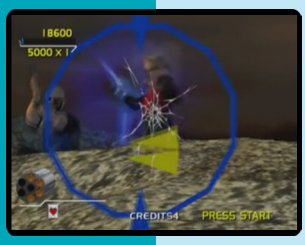
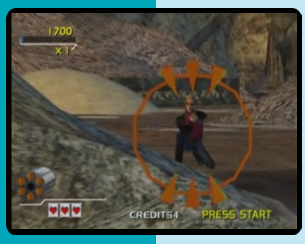




J P

Developer	Sega AM2
Publisher	Sega, (eu) Acclaim
Release date	(jp) August 15, 2002
Genre	Compilation, Light-gun
Mode	1-2 Players

Virtua Cop: Elite Edition, known as Virtua Cop Re-Birth in Japan, is a compilation for the PS2 containing enhanced ports of Virtua Cop and Virtua Cop 2. It was not released in North America. The game is compatible with Namco's G-Con 2 light gun.

Players take control of the policemen Michael "Rage" Hardy and James "Smarty" Cools, who must face that organization led by Joe Fang and his followers Kong, the King, and the Boss.

Enemies pop out from behind most objects and a reticule lights up around them to let players know they are armed and dangerous. Players have to have quick reflexes as innocent people pop up which need to be protected.

There are 6 levels in all, 3 from each game and these levels have multiple stages. With the three difficulty levels on offer, along with the modifications players can make in the options setup such as the number of continues and auto reload and taking off the enemy indicator. There are multiple paths on some levels so there is some incentive to replay the levels.

There is a 2 player co-operative mode which can be played with two light guns or the gamepad. Training is also available.

"mobygames.com"

VM Japan

Developer	Falcom
Publisher	Asmik Ace Entertainment
Release date	(jp) February 3, 2005
Genre	Turn-based strategy
Mode	1-2 Players

J

VM Japan: Vantage Master - Mystic Far East is a hexagonal turn-based tactical RPG set in feudal Japan by Nihon Falcom that supports both single-player and multiplayer.

In battle, players can summon the spirit called Natial, which is divided into 4 attributes; earth, water, fire, and heaven, and each of the attributes are superior or inferior to one another depending on the elements.

Virtual View

Developer	Pony Canyon
Publisher	Pony Canyon
Release date	(jp) July 17, 2003
Genre	Simulation
Mode	1 Player

Virtual View is a series of three game in which players take the role of a photographer. The games each feature a different model who are displayed via a 360 degree video. Players can manipulate the camera all around the model(s) as they move, taking pictures from every angle. This was done by using multiple cameras, in a technique similar to the Matrix's bullet time.

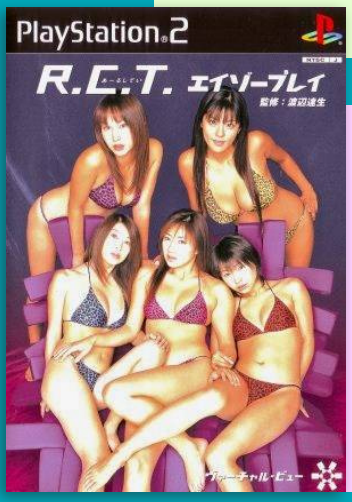
Virtual View feature 32 minutes of MPEG 2, 30 fps video, but no BGM. In an attempt to realistically mimic a photoshoot, the only sounds will be that of the 'production staff' and the girl herself. The games also hold photo galleries which comprise a sort of 'making of' for the game.

Virtual View: Megumi Eyes Play

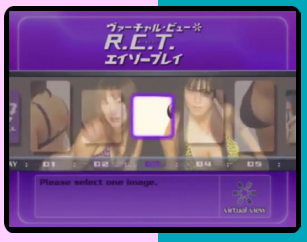
Megumi Furuya (古谷 仁 Furuya Megumi, née Yamano (山野), born September 25, 1981), better known by the stage name Megumi (めぐみ), is a Japanese tarento, actress, singer and gravure idol. She was raised in Kurashiki, Okayama, but was born in Matsue, Shimane.

Virtual View: Nemoto Harumi Eyes Play

Harumi Nemoto (根本 はるみ Nemoto Harumi, born July 28, 1980) is a Japanese gravure idol from Chiba Prefecture, Japan. She has had a column since October 2007 in the monthly manga magazine Manga Life.



Virtual View: R.C.T. Eyes Play



Instead of only focusing on one model, Virtual View: R.C.T. Eyes Play feature five Japanese models, including the idol girl Nemoto Harumi, who is featured in the Nemotu Harumi Eyes Play.

Visual Mix: Ayumi Hamasaki Dome Tour 2001

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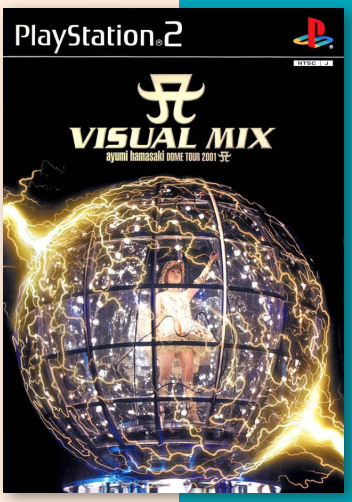
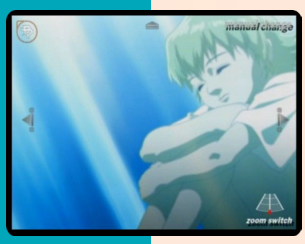


Developer	Avex
Publisher	Avex
Release date	(jp) December 13, 2001
Genre	Music, Miscellaneous
Mode	1 Player



Fully based and generally created from Ayumi Hamasaki's Dome Tour 2001, this title gives players the option to play with the music videos and re-mix some of the songs to their preference, with ability to save everything for later listening.

The main part of the package is "A Visual Mix" which features five full music videos by Hamasaki Ayumi, which are respectively: Evolution, Never Ever, A Song for XX, Vogue, and Trauma. Each of them will roll with 'auto change' option, which players can set to 'manual change' at any time, and take control of the corresponding cameras and visual effects. Depending upon the song and the setting, they'll be able to change the view position of the camera, zoom in and out, rotate it by 360°, and slide from one side to another. Holding either of L1, L2, R1, or R2 button while switching cameras will create an extra morphing effect. In addition to that, players can create various visual effects with the analog stick by moving it to one of the four major sides. These effects also vary on scene and song, and vary from various picture distortions, lightning and fire effects, falling leaves, stars, flying butterflies, to golden dust traces Ayumi can leave as she moves while singing.

The second part is "Ayu-Mix Studio" which contains two tracks: Unite!, and Endless Sorrow, respectively. There players can play with audible part of the songs, and can follow the rhythm of drums, bass, synth, and switch it as they like. Players can also try to re-mix the song fully by themselves and create the new mode, or can select one of the three preset version each song has.

In addition to that, there is also "Ayu Browser" with is a web browser with a "super futuristic design" and decorated with some Ayumi's pics. Players also have a management function of their email (receiving and sending emails). But this doesn't make much use if the players don't have internet access.

This game/software is most suitable for fans and collectors of Ayumi Hamasaki.

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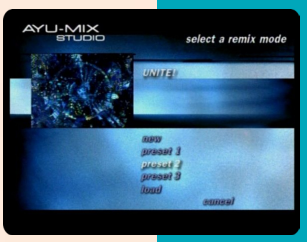

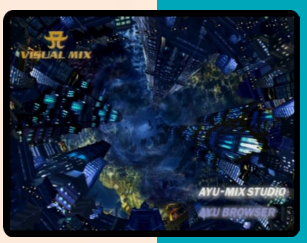

Vitamin X

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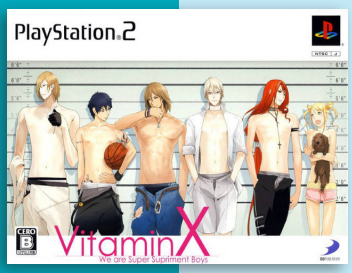
Limited Edition



Developer	HuneX
Publisher	D3Publisher
Release date	(jp) March 29, 2007
Genre	Visual novel
Mode	1 Player

Vitamin X is an otome visual novel in which the player takes the role of Yuri, a young teacher working at Seitei Gakuen. After an promotion, she finds herself assigned as homeroom teacher to the infamous Class X. A particular group of students known as the B6 (Baka 6) give the class its bad reputation.

As Yuri, must choose a student and improve their academics while pursuing a relationship. Each character has two endings, which are determined based on how many Love or Study points the player has accumulated over the course of the school year. Throughout each route, the boys have lines that are inaccurate or completely false. When the player spots such a line, they have two options: letting it slide earns the player Love points, while correcting the mistake earns Study points.

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Vitamin Z

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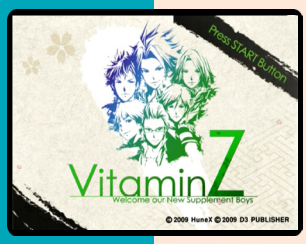

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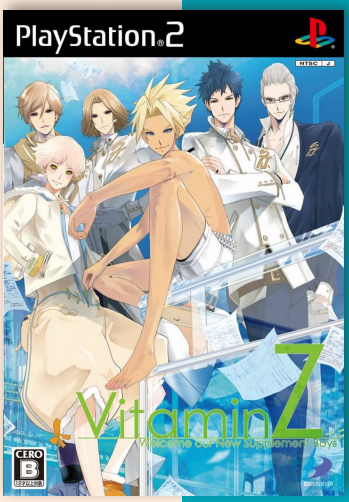
Developer	HuneX
Publisher	D3Publisher
Release date	(jp) March 26, 2009
Genre	Visual novel
Mode	1 Player

Vitamin Z is the sequel to Vitamin X, taking place after the events of the previous game. Former protagonist Yuri Minami leaves the school to study abroad, and her position of teaching the infamous Class X (now known as Class Z) is taken by new teacher Manami Kitamori. Manami, having just graduated college, is eager for the job until she learns of the A4 (Aho 4): the four most troublesome students of Class Z who refuse to take school seriously.

As in the prequel, Manami must choose a student to tutor and then collect a combination of Love points and Study points in order to obtain the best of a possible three endings. The B6 (Baka 6) make a return as teachers, with one assigned to each student in order to aid Manami in handling them.



Limited Edition

YOU CAN TELL WHO'S BEEN THERE.
PlayStation®2
THE THIRD PLACE
www.thethirdplace.com.au

W: Wish

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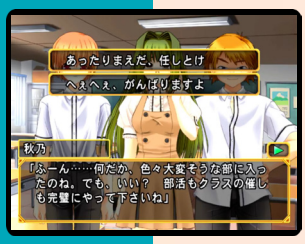

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Developer	Oaks Soft
Publisher	Princess Soft
Release date	(jp) September 30, 2004
Genre	Visual novel
Mode	1 Player

W Wish (W～ウイッシュ～ pronounced Double Wish) is a visual novel. An anime series based on the game was also released.

The story revolves around Junna Tōno and his twin sister Senna. He is an ordinary student at Sakurahama Private High School. However, in the past, a traffic accident deprived him of his parents and his memory. Junna survived the accident and since then, he lived only with his sister, though he's been looked after by his relatives.

Even though his present life with Senna is pleasant, he begins to recall the memories he lost in the accident. He enjoys the happy and pleasant days, but he is tossed by his past, his present, and his future. A hidden truth is starting to emerge from his memory.

This First Print Limited Edition release comes in a cardboard slipcase which contains: The game and a Secret Book hardcover bonus booklet which contains 20 pages of character sketches and artwork, and 10 colored postcards embedded as pages of the book.

Limited Edition

Wacky Races starring Dastardly & Muttley

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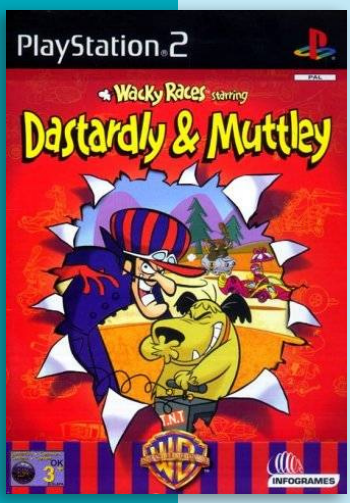
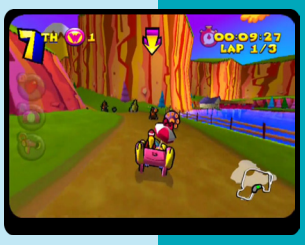


Developer	Infogrames
Publisher	Infogrames
Release date	(eu) June 29, 2001
Genre	Racing
Mode	1-2 (4) Players

Wacky Races is based on the cartoon series Wacky Races which features 11 vehicles all racing over various landscapes to win first place. The vehicles are put into 5 groups, based on their acceleration, speed, and handling.

The game includes two modes: Arcade and Adventure. Arcade mode features normal racing across various tracks. In Adventure mode, the player races on tracks to win gold stars or Wacky Trial clocks to unlock more tracks, abilities and challenges.



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Wacky Races: Mad Motors

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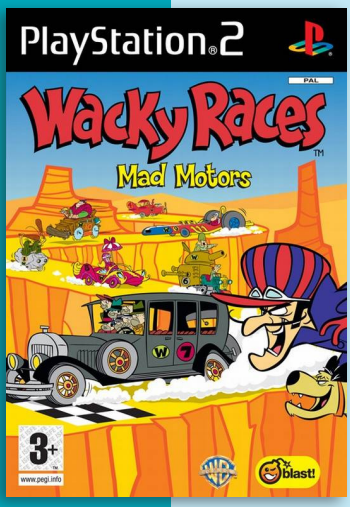
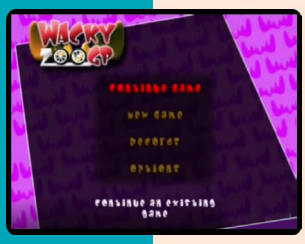


Developer	Coyote Console
Publisher	Blast! Entertainment
Release date	(au) June 21, 2007
Genre	Racing
Mode	1-2 Players

Wacky Races: Mad Motors is a 2007 racing game developed by British studio Coyote Console. Mad Motors is similar to the previous Wacky Races PS2 game. Players drive through different levels, but in this game, Dick Dastardly and Muttley is plotting against the players and the other competitors, setting traps and trying to hinder the drivers to complete the race. The player must collect pick-ups to counteract the traps and winning the race.

P

Wacky Zoo GP



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Racing
Mode	1 Player

Wacky Zoo GP is a Phoenix Games racing game with only a single-player mode. In the game, players can choose from different characters and race around on cartoon levels. Players can pick up different weapons to fight of other opponents.

The game feature a Quick Race mode, Time Trial and a Tournament mode.

The game is a semi-rare Phoenix Games title.

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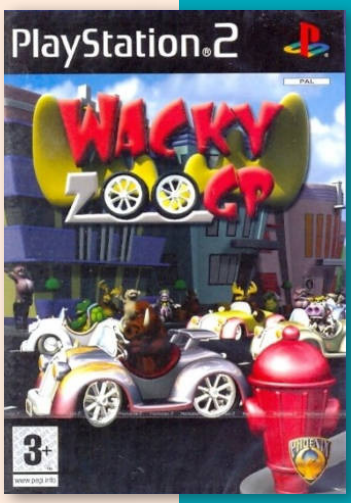

Wakeboarding Unleashed Featuring Shaun Murray

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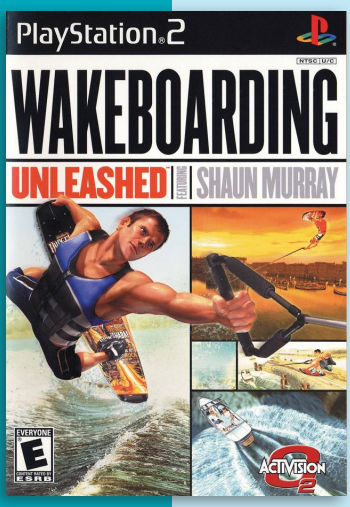
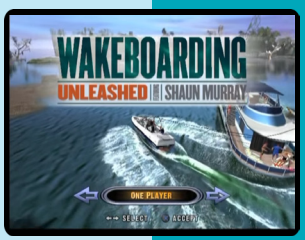


Developer	Shaba Games
Publisher	Activision
Release date	(us) June 10, 2003
Genre	Sports
Mode	1-2 Players

Wakeboarding is part of Activision's line of Extreme Sports titles. Players rides a surf board that is pulled along the water by rope at high speeds by the boat up front, and must pull of tricks either by jumping of jumps or using the wake left by the boat itself. Co-operative mode has one player driving the boat while the other hangs on behind.



N P

WALL-E

6.7

Developer	Asobo Studio
Publisher	THQ, (us) SCEA
Release date	(us) June 24, 2008
Genre	Action-platformer
Mode	1-4 Players

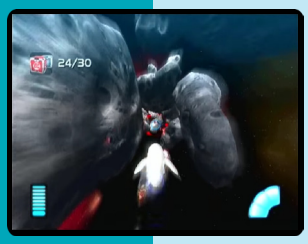
WALL-E follows the Disney/Pixar movie of the same name. The player takes control of the main protagonist, Wall-E and his friend EVE. The gameplay has Wall-E explore various levels through basic platforming by picking up power-ups, defeating enemies by picking up objects and throwing them at enemies and solving puzzles to reach areas that are normally inaccessible to the player due to Wall-E's small stature and limitations.

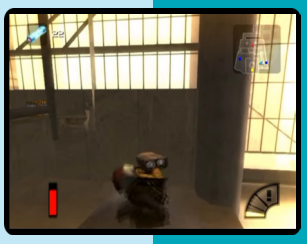
The player control EVE in a series of flying stages where the player uses EVE to fly into constricted areas and avoid falling objects and stationary obstacles in the way of the player. While the game does feature environments from the movie, it also has added environments and characters made exclusively for the game.

This version differ from the released on PS3, Wii, and Xbox 360. This version feature the same control setup, but has a different developer and includes eighteen different worlds to play, while the other only has nine. Players can also use music in this version to summon assistance during a level.

Publisher THQ, in collaboration with the Emirati company Pluto Games, released a localized edition of the game in the Middle East, making the game the first Western video game to be officially translated into Arabic. This was done as a strategy to appeal to the local gamers in their mother tongue, and commit to releasing more localized games in the region in future. The Arabic translated edition is available on the PS3, PSP, and Xbox 360, even though the game in general is still available on all other platforms (DS, Mac, PC, PS2, and Wii). The Arabic translated edition was released on June 27, 2008.

The PS3, Xbox 360, and Wii versions of the game met with reviews ranging from average to poor. As of July 30, 2008, the game has sold over one million copies. It was nominated as one of the "Most Surprisingly Good Game" and "Best Use of a Creative License" by GameSpot's "Best of 2008" awards, but did not win either.





Wallace & Gromit in Project Zoo

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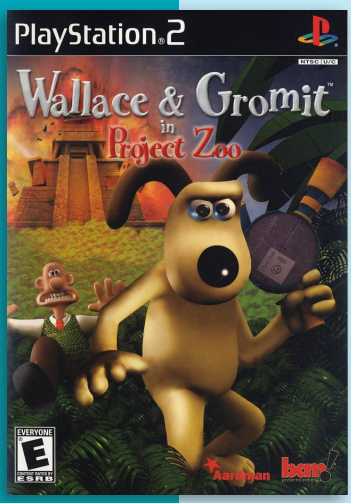


Developer	Frontier Developments
Publisher	Bam! Entertainment
Release date	(eu) October 3, 2003
Genre	Action-platformer
Mode	1 Player

Wallace & Gromit in Project Zoo is a platform game and the first video game featuring Aardman Animations' characters Wallace & Gromit. It also features the voice of Wallace, Peter Sallis reprising his role.

The game is an action-platformer, with several puzzles and side quests. The player controls Gromit the dog, and must cooperate with Wallace to complete tasks such as fixing machines or pulling switches. The main goal of each of the six levels is to free 3 trapped baby animals. Doing so opens up new areas and allows Gromit to continue to the next area. In addition, there are hidden bonus levels and coins to collect that unlock video clips from the animated shorts.

"mobygames.com"

N P

Wallace & Gromit: Curse of the Were-Rabbit

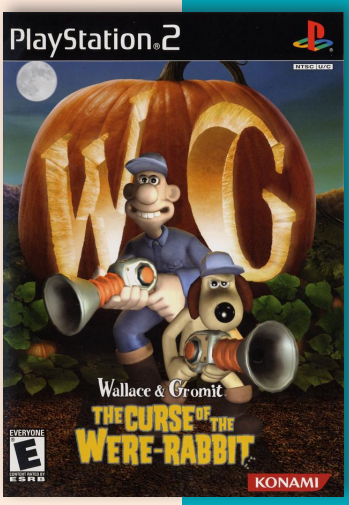
6.8

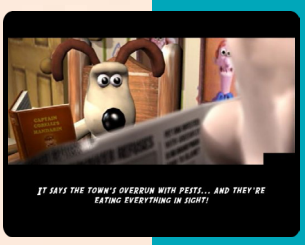
J N P

Developer	Frontier Developments
Publisher	Konami
Release date	(us) September 29, 2005
Genre	Action-adventure
Mode	1-2 Players

This game is based on the film of the same name by Aardman Animations and DreamWorks Animation. The main characters, Wallace and Gromit, whose new company, Anti-Pesto, is charged with keeping rabbits away from the upcoming Giant Vegetable

The game is divided into four districts that includes at least one "arena", an area which Anti-Pesto must clear of pests. Wallace, Gromit, and the rabbit Hutch each carry a primary pest catching device, The BunGun. The BunGun is used to suck up pests and shoot them into a drain. At nightfall, Gromit and Hutch can use the BunGun as a weapon to destroy were-creatures with a swing of the gun. Once dead, their "were energy" is stored in the BunGun, and can be used to destroy more creatures. The were energy can also be used to stun the Were-Rabbit.





Walt Disney's The Jungle Book: Rhythm N'Groove

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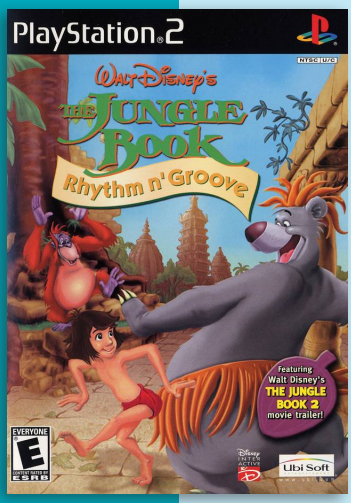
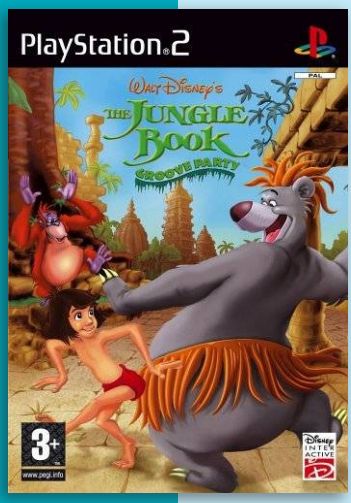


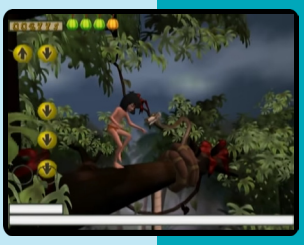


Developer	Ubisoft Shanghai
Publisher	Ubisoft, (eu) Buena Vista Games
Release date	(us) February 4, 2003
Genre	Music
Mode	1-2 Players

The Jungle Book Groove Party is a music rhythm game featuring similar gameplay to the Dance Dance Revolution series. The game features characters and songs from Disney's The Jungle Book. It came packaged with a dance pad.

The Jungle Book Groove Party loosely follows the story of The Jungle Book film, going through Mowgli's journey to the Man Village and the creatures he encounters along the way. The story mode takes Mowgli through nine levels, including two boss levels. The game also features a two-player mode allowing two players to battle against each other.

The game is played in the style of Dance Dance Revolution with some differences, and can be played with either a standard controller or a dance pad. Arrows come down the top of the screen and the player must step on the corresponding arrow in time to the music. Power-ups can be activated by entering input commands in between arrows. These range from beneficial bonuses, such as point multipliers or automatically clearing arrows, to offensive items that hinder the opponent, such as blocking their view.



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WeAre*

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J

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) July 27, 2006
Genre	Visual novel
Mode	1 Player

WeAre* is a sci-fi love adventure set in a wartime Tokyo in the near future where people have ESP (supernatural power) abilities. The game depicts the everyday life of people living under wartime.

The game is set in a high-school where the protagonist lives with his aunt and a girl who tried to commit suicide before being taking in by his aunt. The game takes part under the summer vacation.

Wand of Fortune

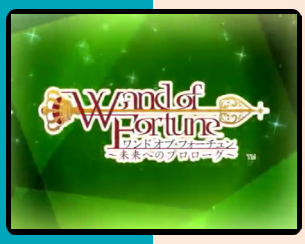
Developer	Design Factory, Idea Factory
Publisher	Idea Factory
Release date	(jp) June 25, 2009
Genre	Visual novel
Mode	1 Player

In the world of Wand of Fortune players control Lulu, a new student at Mirus Clare School of Magic where she meets various students, all with different attributes. The goal of the game is find Lulu's attribute before she graduates from the school. If she fails, her magic power will need to be sealed.

The game was also released in a twin pack with Mirai e no Prologue.

J

Wand of Fortune: Mirai e no Prologue



J

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) February 25, 2010
Genre	Visual novel
Mode	1 Player

Wand of Fortune: Mirai e no Prologue is a fandisk to Wand of Fortune and can essentially be seen as a sequel. The game continues the story from the open-ended ending where Lulu ends up with none of the characters. She becomes all elementental and the game branches off into a storiy where she ends up with a character.

"sandeian.wordpress.com"

Wangan Midnight

7.8

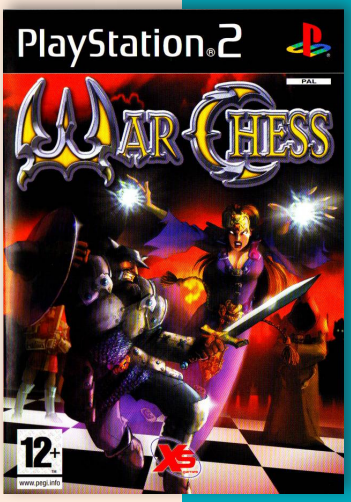
Developer	Genki
Publisher	Genki
Release date	(jp) March 28, 2002
Genre	Racing
Mode	1-2 Players

Wangan Midnight is a port of the first Wangan Midnight arcade game by Namco. It is based on the manga of the same name created by Michiharu Kusunoki back in 1992. Basic game modes are the Story Mode that follows the manga's plot according to the main characters point of view. The Time Attack Mode is based on time trials, and the Free Run Mode allows the user to drive the Shuto Expressway without racing.

J

War Chess

Developer	Artificial Mind and Movement
Publisher	XS Games
Release date	(eu) January 1, 2005
Genre	Board
Mode	1-2 Players



War Chess is a basically a chess game with a unusual presentation. All the set pieces for the game are substituted for the character of the High Fantasy setting. Whites are pictured as joined armies of humans and elves, while blacks are mostly represented by the undead forces. The player has the ability to choose from 11 various location for the match to take place, including Forest, Desert, Ice and Lava, Dragon Cave, among others. All the environments and pieces are rendered in full 3D with a fully rotatable camera.

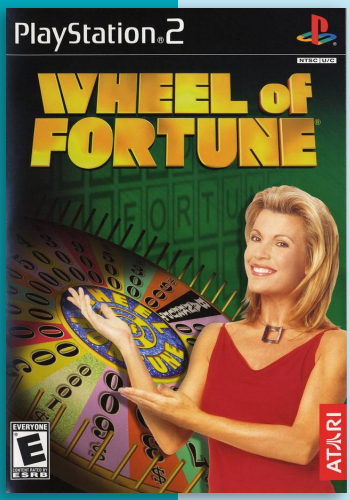
For the single playing experience the game provides a difficulty slider to account for gamer's proficiency skill. Additionally War Chess offers a multiplayer mode for two players to battle each other.

The game obviously takes it inspiration from the Battlechess series, however doesn't provide unique animations for each type of encounter on the chessboard. Each piece has a double set of animations: one for attacking, another for dying. Those do not differ depending on the type of the opposing piece.

"mobygames.com"

Wheel of Fortune

5.6

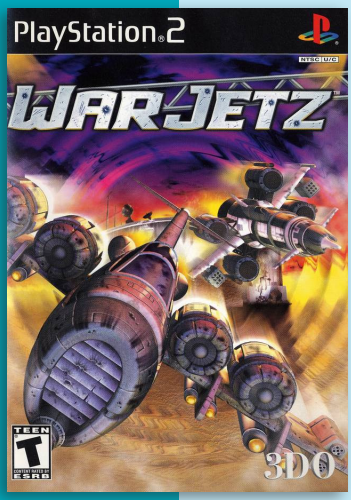


Developer	Atari
Publisher	Atari
Release date	(us) November 11, 2003
Genre	Trivia
Mode	1-3 Players

Wheel of Fortune is based on the TV game show of the same name. The game can be player with up to three players. They have the option of playing with or without computer players giving contestants the ability to go head to head in a game against another players. The game also features a "sample contestant exam" that plays like a tutorial. The game is presented by Vanna White. The game also gives players the ability to compete at different venues for a change of scenery with 3,200 puzzles in total.

WarJetz

5.9



Developer	3DO
Publisher	3DO
Release date	(us) June 27, 2001
Genre	Action
Mode	1-2 Players

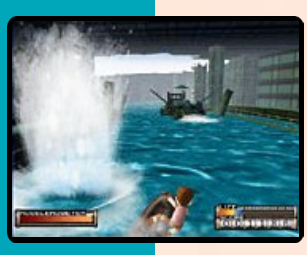
WarJetz (sometimes called World Destruction League: WarJetz) is an air combat game and the successor to World Destruction League: Thunder Tanks, released the year before.

The game takes place in a fixed third-person perspective as the player pilots a variety of futuristic aircraft in order to do battle with enemies on the ground and in the air while collecting power-ups and in-game currency known as "bux". Players can take two different jets into battle and switch between them using a collectable power-up. In all, there are nine different airplanes, thirty-three arenas, and five game modes. Most of the game modes fall into common categories such as search and destroy along with capture the flag.

The game version received "mixed" reviews according to Metacritic. Frank Provo, writing for GameSpot, said of the same console version that the developers deserved credit for *"creating a dog-fighting system that is simultaneously intuitive and diverse"*. He went on to criticize the graphics, specifically, *"muddy textures, 2D explosions, blocky structures, disappearing polygons, and frequent slowdown"*. David Smith of IGN shared similar sentiment with regards to the graphics.

N P

Welcome to Universal Studios Japan



J

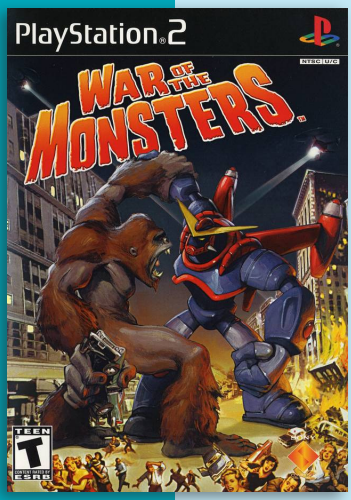
Developer	Konami
Publisher	Konami
Release date	(jp) September 18, 2003
Genre	Adventure, Mini-games
Mode	1 Player

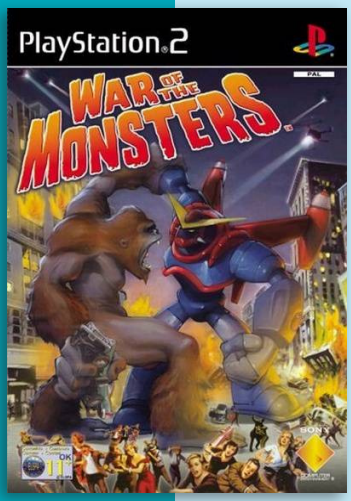
The game is based on the theme park, Universal Studio Japan, and contains a collection of 8 mini games, each one based on a theme attraction in the theme park.

Players can earn coins from the mini games, collect different kinds of souvenirs and unlock bonus features.

War of the Monsters

8.0





J N P

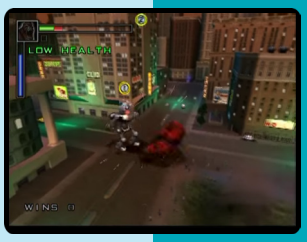
Developer	Incognito
Publisher	SCEA, (eu) SCEE, (jp) Capcom, (ko) SCEI
Release date	(us) January 14, 2003
Genre	Fighting
Mode	1-2 Players

War of the Monsters is a 3D fighting game. The game is set in the aftermath of an alien invasion of Earth where their hazardous fuels have spawned giant monsters that battle one another in city environments. The game pays homage to Kaiju and 1950s science fiction films.

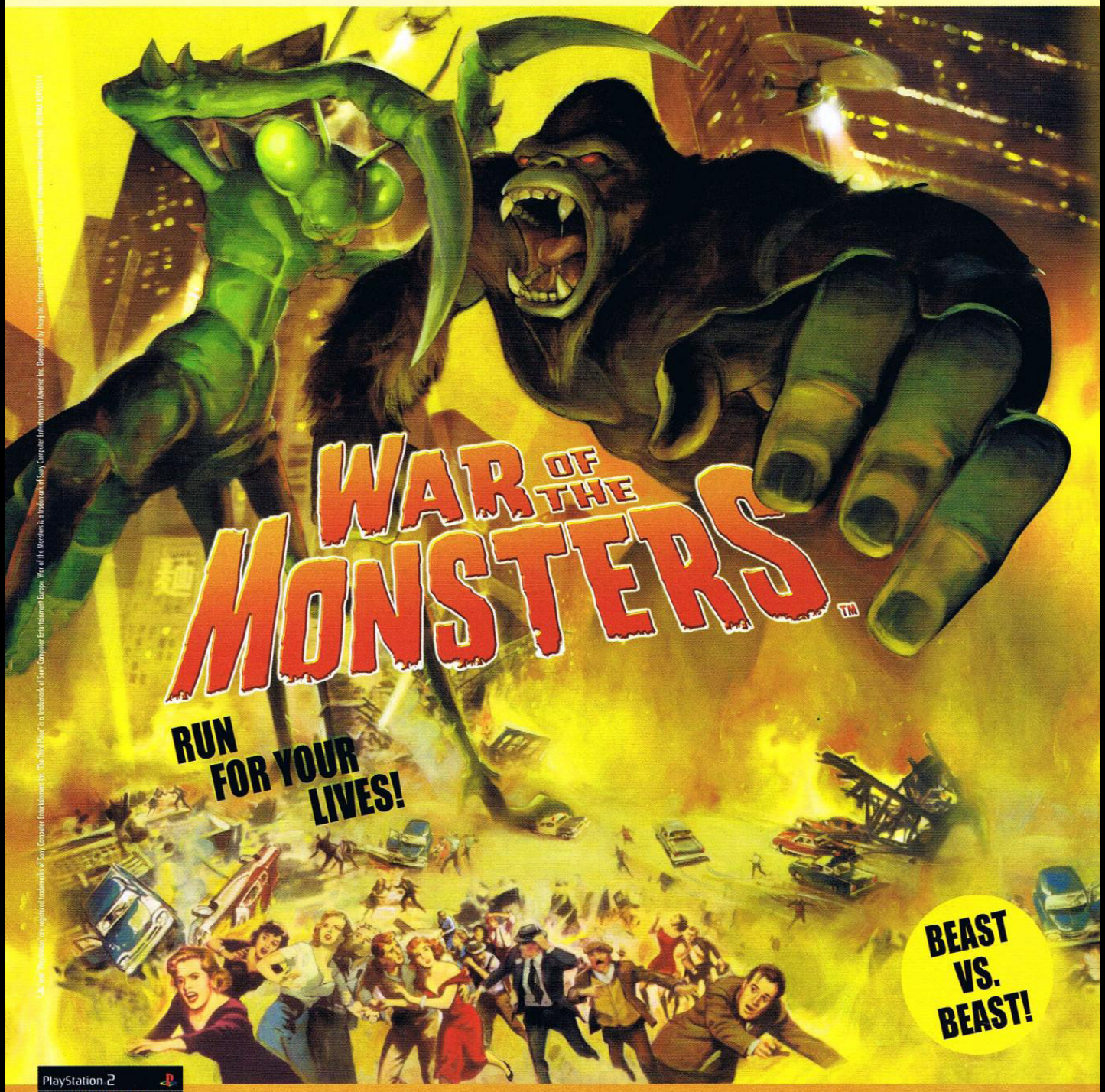
In War of the Monsters, players take the roles of large monsters in city environments. The game plays as a fighting game yet works differently from the traditional one-on-one structured rounds. Instead, fights can include up to 4 players in a four-way simultaneous fighting structure. The camera is in third person perspective, allowing the player to focus solely on their character.

Unlike most fighting games, players are allowed to roam freely within the city area, which allows climbing of jumping from buildings and cliffs. Monsters can use the environment to deal out damage to their foes by making weapons of various objects found within the city, such as vehicles and rubble as projectiles, steel girders and stone columns as clubs and radio antennae as a spear to impale others, temporarily stunning them. There are also some environment pick-ups, which can increase health or stamina. Buildings can be destroyed if a monster directly attacks or is thrown into it. In some cities, taller buildings can topple over sideways that can crush other monsters, killing them instantly. In the Adventure mode, along with a series of set fights with other monsters, boss battles are also present. They are much larger than the standard playable monsters and required certain strategies to defeat. “Tokens” can also be earned through Adventure mode, which can be spent at the “Unlocks” shop to unlock more cities, monsters, and monster skins. And you also can unlock mini-games like dodge ball or city destruction.

War of the Monsters received “generally favorable reviews”. Most reviewers praised the game’s style and monster roster, being a homage to classic monster movies. In Japan, Famitsu gave it a score of 27 out of 40.



TOXIC FUEL TURNS ANIMAL INTO *BEAST!* - *BEAST* TURNS CITY INTO RUBBLE!



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100FT MUTANTS IN A BATTLE FOR THE EARTH!

PlayStation 2

THE POWER PLACE THE RAGE PLACE THE TERROR PLACE THE THIRD PLACE

GANGS OF NEW YORK

by: Luke Reilly@ PlayStation 2 Official Magazine (AU) June 2005 #41

Rockstar is bringing '70s cult favourite The Warriors to a PS2 near you. Can you dig it?

Of the top five best-selling PS2 games in Australia - three of them belong to Rockstar. Out of the hundreds of titles released on PS2 in this country over the past few years, one company has three of the five spots stitched up. Think about that for a moment. That's not luck. No, Rockstar doesn't dominate the top of the charts by accident.

You'd be forgiving for thinking it can do little wrong and honestly, with its enviable reputation it's hard to think otherwise. The prospect of seeing the latest round in the Rockstar revolver before anyone else was tempting enough to make us dig up our coats and beanies, pack our bags and head for chilly Manhattan.

We don't want to lie - Rockstar could be adapting *Dirty Dancing* into a game and we'd still be interested, but when we heard Rockstar was working on a game based on the film *The Warriors* we were a little surprised. A licensed game is a little unusual, and the guys at Rockstar are the first to admit it.

"We don't typically do licensed games. It's not really our thing," says Rockstar New York's Chris Carro. "But we felt pretty special about this one."

Indeed, *The Warriors* has been a favourite movie of the folk at Rockstar for some time now, so we guess developing *The Warriors* game would be somewhat of a labour of love. It would certainly explain why it's already looking like one of the best games of the year.

We had no idea what to expect when we entered the Rockstar fortress. Aside from a quick refresher with the film the night before we left, everything about the game was a complete mystery. However, even though we didn't know what to expect from the game, we certainly had no reason to expect anything less than something amazing.

And allow us to say: at this stage, *The Warriors* is looking like something amazing.

NEW YORK, NEW YORK

If you're not familiar with the film, don't fret - you're probably not alone. Set in the late '70s neon underground of New York City, *The Warriors* is the story of a gang from Coney Island, unsurprisingly called the Warriors. A city-wide gang meeting of unprecedented scale has been arranged by Cyrus, the leader of the biggest gang in the city - the Gramercy Riffs. Nine representative from 100 different gangs are present as Cyrus explains his vision to the assembled crowd - a vision of one, united gang that would rule the city. Unfortunately for Cyrus, he's shot dead - and unfortunately for the Warriors, the shooter frames them as the gang responsible. Trapped in the Bronx, the Warriors need to get back to their own turf at Coney Island. That's 20 miles with every cop and gang member in the city out for their skin.

The Warriors was actually made in 1979. Those who haven't forgotten how to add yet will tell you that makes it 26-years-old. Since the *The Warriors* has earned somewhat of a cult status among fans across the world and has had a noticeable impact on hip-hop culture. In fact, in the Hip-Hop Hall of Fame, *The Warriors* is second only to *Scarface* on the list of all-time influential flicks.

So the game is based on the film, right? Well, almost.

"This is not to take away from the movie at all, but the movie takes place in the course of one night, and there's three fights, and there's a lot of running. So although we have that in our game, the movie is a two-hour experience, you sit there and watch it and it's over," said *The Warriors* producer Jeronimo Barrera. "We have to obviously give the player a lot more than two hours, so that's why we expanded on it. It would've been very easy for anybody else to make this game and just say, 'Okay, here's the move game' whereas we're saying 'Here's the Warriors' world.' That's what I think is going to make this game really hit."

Rockstar Toronto, the developers of *The Warriors* has created an entire world for the game. Sticking too closely to the big screen inspiration will more often that not come at the cost of gameplay, or length - or both. However, Rockstar has expanded on the storyline of the original film to the point where you won't actually arrive at the point where the film begins until you're substantially into the game. The game itself starts

some months before the gang meeting and Cyrus' shooting.

"We wanted to take the experience of the movie and deliver the interactive version," says Barrera. "We've expanded on the story so people who are familiar with the movie are going to get to do everything from the movie, but we took it to the next level where you get to be in the Warriors and live basically a slice of their life."

The Warriors is essentially a brawler, but it's considerably deeper that you'd expect.

Rockstar Toronto has built an utterly authentic recreation and highly stylised version of Manhattan in the late '70s, spending a great deal of time in and around New York City, taking thousands of photographs for reference. The result is an amazingly realistic depiction of the The Big Apple.

The textures of the streets and buildings we saw were all based directly on photos taken on location. The attention to detail reaches as far as duplicating exactly how the ferris-wheel cars swing on the Wonder Wheel at Coney Island. New York was a very differsent place in the late '70s - there weren't enough police, a lot of the ones they had were under trained, and the city was on the verge of bankruptcy. The dilapidated feel runs throughout the game and really seems to have an incredible effect on the atmosphere and overall tone. The levels may feel a little small to begin with but they become significantly larger, especially once you begin to go beyond Coney Island. The Warrior's great looks don't stop with the environments either; each on of the nine main Warrior is a near picture-perfect recreation of their celluloid counterpart - costumes, hair, facial features, body structures, everything. It adds infinitely to the credibility of *The Warriors*, especially amongst the film's cult fan base.

RUMBLE IN THE BRONX

We all know there's a lot more to a game than just stunning visuals. You can't have a great looking game and expect it to be successful with shoddy gameplay. At least Rockstar can't anyway - admittedly we can think of plenty of other games that fit nicely into that description. Just like courting a member of the finer sex, when the good looks wear off and you find yourself walking up beside the same package every day - you'd better hope they're still fun to play with.

Well, *The Warriors* certainly looks like it'll keep you up till the wee hours of the morning.

Buried in *The Warriors* is an uncharacteristically deep combat system that's instantly accessible for beginners, yet very rewarding for hard-core gamers who'll take the time to learn the intricacies of the fist-fighting.

The first level we saw took place some months before the film with Rembrandt, the tagger. At this point he's just a local zero. hanging around Coney Island. He wants to join the Warriors, but joining the Warriors isn't like signing up for a sunday yacht club - he needs to prove himself worthy. Rembrand's initiation into the Warriors will double as your tutorial on how to get a handle on the combat.

A few punches into our first experience we knew there was something very different here. There's nothing glorious or glamorous about gang fighting - it's brutal, quick and desperate. Intsead of a frenetic brawler packed to the gills with extravagant Matrix-style martial arts, Rockstar is aiming to deliver a gritty, visceral and realistic backstreet brawler caked in blood, snot and sweat. In fact, it's

so real that afterwards we found ourselves checking we'd left the room with all our teeth.

There'll be three different fighting styles to come to grips with, street fighting, brawler and kung fu, so the amount of moves seems fairly staggering. Anything goes in *The Warriors* - the only thing on the agenda is to win at any cost. Want to grab an assailant by the hair, lay into him as the's doubled over and finish him off with a kick to the love spuds? No worries. Want to hurl some poor sucker over your back and rearrange their face with your foot as they lay sprawled on the deck? Go ahead. How about dragging him, kicking and screaming, then lobbing him into a wall? Why not? If it's vicious, no-holds-barred action you're after, *The Warriors* could be the answer to all your prayers.

The fighting system includes something for every occasion. There are quick snap attacks, slower but stronger attacks, throwing moves and even gang fighting moves where you can work together with your fellow Warrior to gang up on opponents and take them out cooperatively. There'll be multiple variations of combos to use and eventually you'll figure out wich ones seem to take down enemy gang members most effectively. From our first impression tough, a knee in the balls seems to send them down like a sack of shit every time. Along with the swag of attacks you can also expect defensive manoeuvres like reversals and floor-fighting moves, so if you're having your skull mashed into the pavement you won't have to grin and bear it.

You'll be taking on some hardened gangs on the sidewalks of New York, so you'll be able to even up the odds in two ways. Number one is the use of melee weapons to stab, crush, thump and wallop your way through the armies of the night. The tools in *The Warriors* are weapons of opportunity so don't expect AK47s and rocket launchers. Expect bricks, broken bottles, baseball bats, cinder blocks, blades, pipes and those lethal chunks of wood with the nail in the end.

Number two is Rage Mode. As you fight you'll build up your Rage meter and once you're angry enough you can enter Rage Mode. This allows you to perform extremely powerful moves and clear the area quicker. We're pretty sure it was one of Rembrandt's wince-worthy Rage moves that involved casually breaking a man's leg where the stood. Whammy...

The good news is that it looks like you'll rarely, if ever, be going at it alone.

"Because you are in a gang, we want you to feel part of a gang," says Carro. "So you can command the Warriors who are out with you."

Full gang control means you'll be able to tackle the levels in your own preferred way. As War Chief you'll be able to order your gang to follow you, hold up or trash everything. Stealthy players may make liberal use of the hold up command, carefully scouting ahead solo for potential threats, while others may discover the trash command and go crazy. When you order your Warriors to trash everything, that's what you get. Cars will be totalled, stores will be ransacked and everything not nailed down will be in serious jeopardy.

But unlike other street brawlers, running around exposed all the time is not advised - *The Warriors* is a little deeper than that. Say you run into a group of a dozen gang members. You can take them on, and you might be lucky enough to win with just a few other Warriors, but the chances of you having seven shades of shite beaten out of you are high - so finding a safer way is probably your best bet.

Your Warriors will take progressive damage while brawling, ranging from minor swelling and scratches to major bruises and cuts. If you want to mend yourself you'll have to get some Flash. Problem is Flash doesn't come cheap and the Warriors aren't exactly sleeping on mattresses filled with $100 bills. If you want to make some dough you'll have to go about it the only way the Warriors know how - stealing it.

A Warrior gets his bread by mugging, stealing car stereos and smash and grabs. All of these will yield cash that you can spend on Flash. You won't just need it to heal yourself either - if you're out in the field and your Warriors go down, if you've got none on you, you'll be on your own.

ADULTS ONLY

Rockstar certainly isn't shy when it comes to violence in videogames. 'Gratuitous' is a word thrown around quite a lot without anyone really knowing what it means. It means unwarranted, or not called for. Now, we don't doubt select members of the righteous right will bandy around terms like 'gratuitous' until the proverbial cows come home, but there's nothing unwarranted about high level violence in a game about high level violence. There's no pretentiousness about *The Warriors* - it's a game set against a nasty backdrop of gang violence in a time most New Yorkers would like to forget. Accusing *The Warriors* of being too violent would be like saying The Sound of Music has too much singing. Musicals have music, and a game about gang warfare has brawling. We don't expect *The Warriors* to

breed the same sort of contempt in ignorant conservatives that games like *Manhunt* and the *Hitman* series have, but we're sure we'll have to put up with at least some aimless criticism. Nevertheless, once you're in the Warriors' world in September - you'll be having so much fun you won't hear a word they say. It's amazingly cinematic, hopelessly addictive and the presentation is looking super-stylish. Then again, you'd have to be crazy to expect anything less. Can you dig it?

A WARRIOR WITHIN

Sitting in the Rockstar's office drinking iced tea, OPS2 had an interview with *The Warriors*'s producer Jeronimo Barrera.

OPS2: First up - it looks, from what we've seen, that you've had a great deal of access to The Warriors film. The music, the character likenesses and some of the voices all seem to have been lifted straight from the film. How did this come about?

JB: Basically, we have a really good relationship with Paramount Studios and they've been very helpful in getting us all the material that we needed - but we've had to actually dig even deeper - The movie is 26 years old now, so we did a lot of work investigating the fan sites, the web sites - and we found all this stuff that people collected over the years. Whether it was scenes that were cut from the movie [to] all the articles written by people involved in the movie. We literally go as far into detail as the cinematographer, Andrew Iaszlo. He wrote a book and it has a couple of chapters of what they did. So we take inspiration from wherever we can find it. I think that's true for a lot of our games - if you know the amount of detail we go into. We want people to really feel like this world is real, and the only way we were able to achieve that was with the extensive research we're done with the people here in New York. Whether it's graffiti from the time to the politics that were involved during that time in New York, the architecture, the neighbourhoods and just everything - we went crazy with the preproduction of this game.

OPS2: So you've been working on this game for some time now?

JB: We've had the license for a long time actually, but by the time it's released in September it'll have been in production for about three years.

OPS2: Now we've been told the combat will be both accessible for beginners but at the same time offer hardcore gamers a much deeper experience. Could you explain this a little more?

JB: My analogy is learning how to play a guitar. You can get on a guitar and you can jam on it and pretend you're a rock star and look pretty cool. Same thing with this game - you can get on it and just start riffling the buttons and you're gonna look badass. But if you take a little time to learn the chords you can play some pretty cool stuff. Same thing with this - in the game we want the player to have lots of control over the environments. These are gang fights, we want you to control the space - so you' are able to do a lot of crazy stuff like grab a guy, put him on the ground, pick him back up, throw him against a wall, punch him, do a combo, get into rage mode, do a death blow - there's a lot of control. Different people will play it different ways, so it's very easy to pick up but there are a lot of moves. Remember, through the game you get to play as all of the Warriors at least once - all of the main Warriors. Of the nine of them they all have unique styles, so not everybody has the same attacks. Some of them share basic jabs and stuff like that, but for the most part you'll see that there are guys that are a little bit slower but do more damage, there are guys that are better to grapple with and there are guys that are more Kung Fu style that have quick attacks but might no be as powerful. We've taken a lot of the combat directly from the film. The film has about three fight scenes and we actually looked at what the stuntmen are doing and said, "Okay, we need this move here - a guy grabs me and I throw him over and stomp on his head." That's in the film, so it's in our combat system. The rest of the combat we had to make up and its definitely more Hollywood-style.

OPS2: For a brawler, *The Warriors* is much more deeper than it appears to be. Is this something that you're proud of?

JB: I definitely think its cool, I mean there are similar fighting-style games out there - you know, your *Def Jams* and your *Tekkens*... and there is an element of that in our game, but again we're not focused just entirely on arena-style fighting which a lot of these fighting games are. Honestly, I can't think of another game like this out there, and I think that's what we're most proud of. It's very unique and it very much is a Rockstar game. There's a creative thread that runs all our games, whether it's *Red Dead Revolver*, *Midnight Club*, *Manhunt*, *GTA - The Warriors* just fits nicely into that. In terms of where we have to be with this product, the bar is an internal bar because we have the best games out there, or at least that's what I think. So we constantly have to raise the bar ourselves.

OPS2: We noticed that the sound design is already very impressive, and some people just don't realise that quality sound does a lot for a game's atmosphere and can make or break titles. Has there been a big effort to get the sound right?

JB: Man, its been constant. The combat was one of the first things we started on and we started the sound design as soon as we started the combat. We at Rockstar pride ourselves in the audio portions of our games so we are pretty crazy about getting the sound just right. Obviously, we're going to make it better and better and better but we have a great sound guy in Toronto.

OPS2: Aesthetically speaking, The Warriors is an amazing looking game - even by Rockstar standards. How much work is involved in making a game look this good?

JB: We're really pushing the PS2 to its limits and we're doing some crazy tricks just to get it to look like the film. The film itself has an almost comic book feel to it - the way the narrative is done, the use of radio-girl and hyper-realistic scary environments, you feel claustrophobic - just like you're looking at a panel in a comic book. Trying to mimic that in the game was one of the bigger challenges, mostly to get the vibe that you're in these different neighbourhoods. Even though most of the game takes place at night you have to make it look unique enough so that the player knows that, "Okay, I'm in Bensonhurst" or "I'm in the Bronx" or "I'm in Midtown" - whether it might be that you end up. The way we got that was a lot of work from out artists who came out here on several occasions to go to all the neighbourhoods, go to them at night, do all the texture collection, I mean, we literally took thousands of photos for reference to get the textures. And you know, some of these guys are going into some pretty scary areas in the middle of the night, but we made a lot of effort to get the environments just like the move and then expand it to all the different locations that you get to go to in our game.

OPS2: Admittedly it's an old license, so for a target audience who may not have even been born when the film was released or at the very least were still eating dirt in the backyard, do you think the game stands above the license.

JB: Do you have to be familiar with the movie to enjoy the game? Of course not. But *The Warriors* fans are a hardcore bunch and the scariest thing about the game was that we stay true to the vibe of what *The Warriors* has become in people's heads... It is kind of hard to figure out the fine line of where we've gone too far with it and where we are actually being, for gameplay reasons, too close to the film. It's a tough balance but I think we've done a really good job of it. We still have some time left so we are constantly tuning and making sure that the stuff is fun.

WWW.ROCKSTARGAMES.COM/THEWARRIORS

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MA 15+ RESTRICTED

Strong violence
Strong coarse language

XBOX

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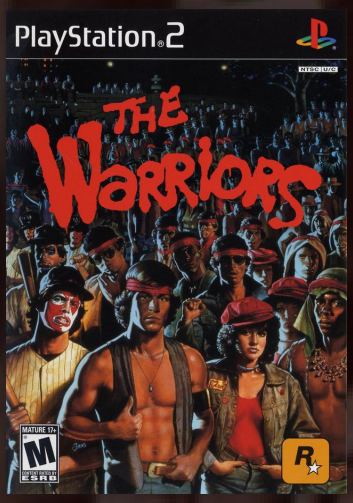
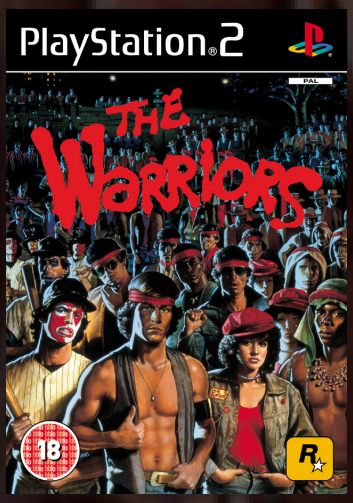
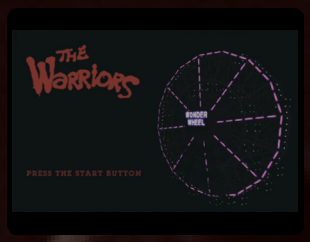




The Warriors

Developer	Rockstar Toronto
Publisher	Rockstar Games, (us) SCEA
Release date	(us) October 17, 2005
Genre	Action-adventure, Beat 'em up
Mode	1-2 Players



The Warriors is a beat 'em up released for PS2, Xbox and was later released for PSP. The Warriors is based on the 1979 movie of the same name (which in turn, is based on the 1965 novel of the same name), and features large scale brawling in 3D environments interspersed with other activities such as chase sequences.

The game takes place in gritty 1970s New York City. The story follows a street gang known as the Warriors, who have been accused of a murder they didn't commit, and must return to their home turf in one night, although the game begins three months prior to the film's events. The actors from the film itself reprised their roles to perform the voices of their original characters.

The Warriors is an action-adventure, survival game which focuses heavily on brawling. Like most games from Rockstar Games, several minor gameplay elements are mixed into the experience, such as the ability to use spray paint to mark turf or to insult other people. The playable characters are the Warriors leader Cleon, Cleon's lieutenant Swan, heavy muscles Ajax and Snow, Cleon and Swan's friends Vermin and Cowboy, the scout Fox, Harlem native Cochise, and Rembrandt, the Warriors graffiti artist. Cleon, Swan, Ajax, and Rembrandt are the most heavily featured characters. An arcade game called Armies of the Night is unlocked after players complete the main storyline of the game. The playable characters are Swan and Ajax.

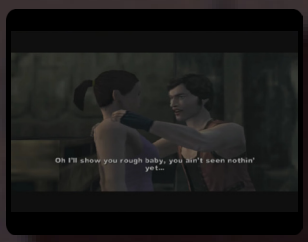
In this prequel segment, The Warriors' headquarters serves as a hub. From inside, players can train (10 ranks of physical fitness such as, sit-ups, press ups, chin ups, and heavy bag, that increase the stamina), talk to fellow gang members, play through rumble mode and other bonus material, walk outside to Coney Island for extra missions, or begin the next level of the story proper. The player is presented with mission objectives such as beating up a certain number of enemy gang members or stealing a certain amount of items, with more complex and creative tasks like winning a graffiti competition in SoHo, stealing goods to plant on crooked cops and rival gang members, and wild chases away from baseball bat wielding members of the Baseball Furies. Fighting takes the form of gang rumble style action with the player being assisted by other Warriors at the same time (a minimum of 1 and a maximum of 8). Combos are performed with 2-3 button chains for weak attacks, strong attacks, holds and throws. Grab attacks can be used for the playable character to perform their own unique power attack that will quickly decrease the enemy's health. The game sees the Warriors fight their way through the ranks, building a heavy rep and getting their colors out in force, until they get an invite to a meeting of all of the gangs of New York City, which is where the movie (and the last few missions of the game) begins.

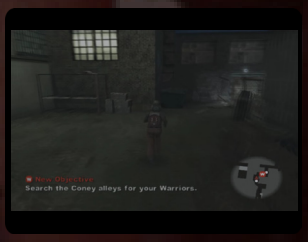
The game progresses linearly from one mission event to the next, usually presented as a cutscene. Combat in The Warriors

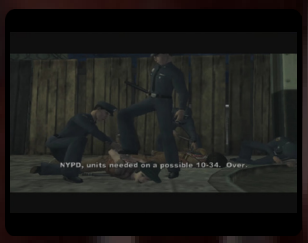
occurs in real time and involves pressing buttons to initiate attacks. Combat techniques include 2-3 combos, wall smash, grab and throws, charges, body cross attack, snap attacks, weapon attacks, and counter-attacks. In addition, players can choose to mug people, receiving money, flash, and spray. Each level contains items the player can collect or steal, such as car radios and jewelry. Completing these actions earn the player points, which count towards unlocking soldiers, arenas and game modes for Rumble Mode, the game's free-for-all multiplayer mode.

The playable character has a health bar and grappling stamina. The characters also has a rage meter, which, when filled, allows the player to pull off a variety of combos and styles. In rage, the player will become temporarily invincible, using finishing moves and inflicting serious damage on the opponent. The player's allies, if they are knocked out, the player can use flash to replenish their health. However, if the playable character loses all of their health, the mission ends and the player will be prompted to resume from the checkpoint or restart the mission from the beginning. Defeating enemies will cause items to fall from their bodies; flash to restore health; spray to spray over enemy gang territories; and money which can be used to purchase items from dealers.

The player can choose to help other people in Coney Island. In return for helping these people, the Warriors will learn new abilities, such as defeating policemen to receive cuffs to subdue and arrest anybody, cuff-keys that will allow the player to free Warriors with keys instead of breaking cuffs, escape from cuffs themselves with cuff-keys, increase flash capacity, and earn brass knuckles and steel-toed boots to inflict more damage to the enemy.







During The Warriors, there are a collection of levels which the player must progress through. Eighteen can be accessed, along with six more bonus missions, known as "Flashbacks", which show how the Warriors were formed, and how each member of the Warriors came to join the gang, and to unlock an arcade machine that will allow players to play Armies of the Night. The setting in the game for the Warriors is their home territory, Coney Island. However, throughout the game, the player travels to other areas of New York City visiting other gangs' territories in the process. Completing the missions/game allows the player to replay levels, to improve on the player's score, and unlock new characters, and a game mode called Fury Mode where you play as the Baseball Furies.

The design and casting of the characters was very faithful to what was seen in The Warriors. Each character is still portrayed as their respective role from the film – Cyrus, the Riffs leader, inhabits Van Cortlandt Park, where the meeting took place. Luther, the Rogues leader, is based out of his hearse, The Baseball Furies' territory is Riverside Park, The Lizzies' their apartment, with other smaller gangs based around the city. When starting a mission, the Warriors will occasionally stay at their home turf or travel to another place via train to use as a starting point.

Missions and events normally begin at the Coney Island headquarters, which is also used as a launching point throughout the game, and the player can also travel to places all across New York City, including Tremont and Riverside Park. The Warriors' hangout features a machine resembling a pinball table, the "Rumble Mode" which upon completion of missions, unlocks special stages where the player can fight all of the gangs in New York City.

In the story mode of the game, there are a total of 18 missions. Missions 1-13 take place three months before the meeting and missions 14-18 cover the movie itself. The player can only control one specific character in each mission, while the others are computer-controlled. During each mission, the Warriors will meet and face off with other gangs in New York. In most missions, they will take the subway train to the other gang's turf. Although they are featured and mentioned in the game, the Electric Eliminators, the Panzers and the Van Cortlandt Rangers are the only gangs that the Warriors do not meet. The Destroyers are the only gang that are not featured in the film. Completing each mission unlocks gangs, arenas and mini-games.

During each mission, there are 6 commands that the Warchief can issue out to his fellow Warriors.

- Wreck 'Em All - The Warriors focus their efforts on attacking and getting weapons.
- Mayhem - The Warriors smash anything in sight.
- Let's Go - The Warriors follow their Warchief.
- Scatter - The Warriors separate and hide from cops or enemy gangs.
- Watch My Back - The soldiers defend their Warchief.
- Hold Up - The Warriors stop and defend their ground.

Rockstar Games began working on The Warriors in 2002. The PS2 and Xbox versions of the game were developed by Rockstar Toronto, who were previously known as Rockstar Canada. Promotion of the game was aided by its appearance at E3 2005. The game was later ported to the PSP, and developed by Rockstar Leeds. Rockstar Leeds worked with original developers Rockstar Toronto in order to make the port easier. A spokesperson had said *"We have worked closely with Rockstar Toronto to maintain the extremely high standards they've set for this game,"* said Gordon Hall, President of Rockstar Leeds. *"The PSP system allows us to deliver the experience in an entirely different way, while staying very faithful to the original source material and maintaining the high standards we set for ourselves as a developer."*

Look and presentation of the game are similar to Grand Theft Auto: San Andreas, Manhunt, and Red Dead Revolver. Despite coming from different production houses, each developer shares their toolsets and proprietary technologies with each other on a consistent basis A combination of the company's biggest hits like State of Emergency and Manhunt, The Warriors successfully mixed multi-character co-op brawling with stealth action. All nine playable fighters, while similar, have their own unique selection of moves and strengths and offer slightly different takes on the same concept. Due to the PSP being a handheld platform, differences to gameplay came about as a result of the port, such as the control configuration receiving a drastic change.

During the review, a spokesman had stated *"the audio, on the other hand, is on the other side of the scale"*. Many of the original actors from the film have returned to voice their characters—at least, most of the ones that are *"still alive"*. Michael Beck, James Remar, and Dorsey Wright once again were praised in their excellent performances (despite sounding quite a bit older than the 20-something characters they play), and the remaining voice cast delivers, too. The spokesman further explains *"it helps that the dialogue is well written, but there's hardly a bad voice actor in the bunch; the one weird*

thing about the voice work, though, is that a lot of it is made up of lines directly from the film." As the spokesperson further explained he said: *"To begin with the voice acting for all characters in the game is very, very good. From all the main characters to plain NPCs, each and everyone is done amazingly. On the subject of sound effects in the game it's also very good. Every little thing makes a sound and does it well."*

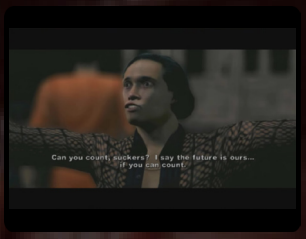
Upon its release, The Warriors received critical acclaim from critics. Many praised the game for its deep combat and control, stating that the game helped breathe life into the brawler genre. The game was also praised for its unique seedy underbelly style, along with its story and music. Critics praised the audio as it *"really shines above all else"*, with a replicated soundtrack and voice acting by many of the original actors who starred in the film. Rockstar Toronto has gained the most media coverage for its development of The Warriors, which overall received positive reviews, and made about $37 million worldwide. *"Like the best of Rockstar's games, 'The Warriors' immerses you in a world that feels at once authentic and highly stylized, and it might just be the best game adaptation of a film ever in terms of capturing the mood of the original movie."* 1UP admitted *"As fanservice, The Warriors is a treat for anyone who loves the movie, and as a beat-em-up, it outclasses recent efforts from competitors. Yet as a complete package, it's somewhat inconsistent. But with bonus missions, multiplayer rumbles, and a very fun 2-player co-op mode...we can most definitely dig it"*. The Warriors received a score of 7.4 for the design, the story received 8.5, while the gameplay received 7.9.

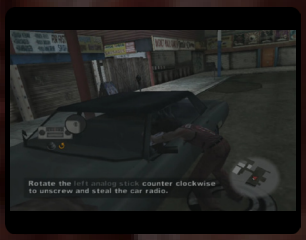
Game Informer praised the feel and style of the game, stating *"The Warriors immerses you in a world that feels at once authentic and highly stylized, and it might just be the best game adaptation of a film ever in terms of capturing the mood of the original movie. Fans will notice that all of the iconic scenes of the film are recreated almost shot for shot. In addition, Rockstar Toronto has gone to the trouble of creating a completely new storyline that shows players how the Warriors came together, and the events leading up to the start of the film."* The reviewer went on to applaud the developers, saying they *"Tried to stretch the conventional formula for what's considered a "brawler"*.

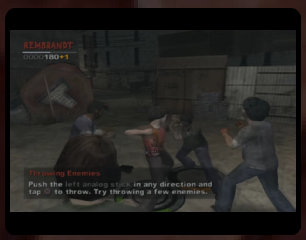
Game Informer stated *"The fighting engine itself is fairly deep, allowing you to pull off some very brutal moves with a modicum of button presses (including some cool co-op maneuvers). You'll definitely feel cool kicking ass as a Warrior, whether hand-to-hand or with any of the numerous weapons. However, I found the feel of the combat to be sluggish and chaotic at times, especially when fighting large numbers of enemies."* He recommended that *"turning on the option that makes it stay in split-screen, but even that is hampered by your very narrow field of vision."*

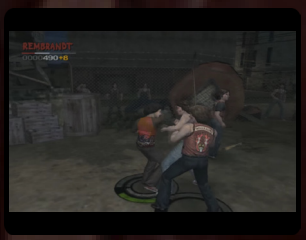
In 2006, Roger Hill, who played Cyrus in the movie, filed a lawsuit of $250,000 against Take-Two for using his voice and depiction in the game without his permission. He claimed that it would not have been difficult for Take-Two to pay, since the game made $37 million.

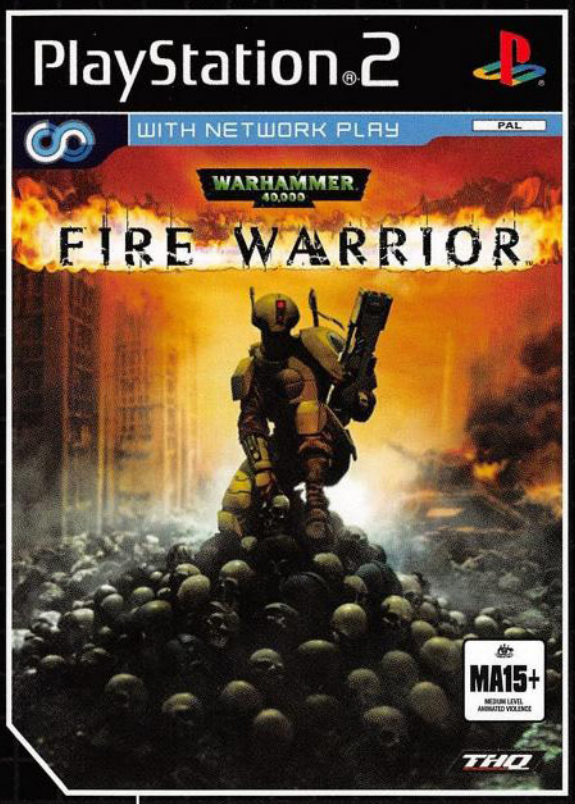
A spiritual sequel was planned by Rockstar, which was to be unrelated to The Warriors. The game was to be titled We Are The Mods and was to be set in 1960s England during the mods and rockers brawls.











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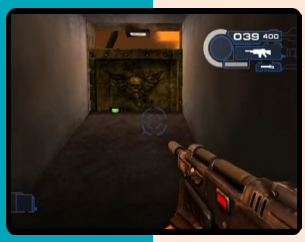
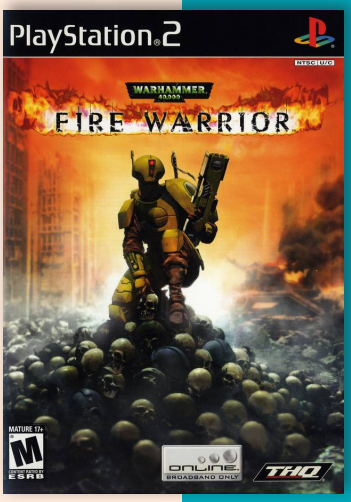
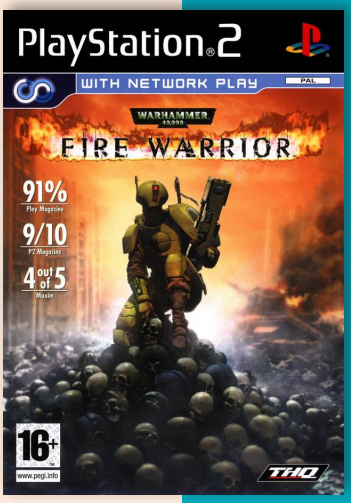
Warhammer 40,000: Fire Warrior

6.4







Developer	Kuju Entertainment
Publisher	THQ
Release date	(eu) September 26, 2003
Genre	First-person shooter
Mode	1-2 (8) Players

The game is a first-person shooter, where the player takes the role of a Tau Fire Warrior named Shas'la Kais, seeking to rescue his leader and defend his race from the aggressive Imperium of Man and forces of Chaos.

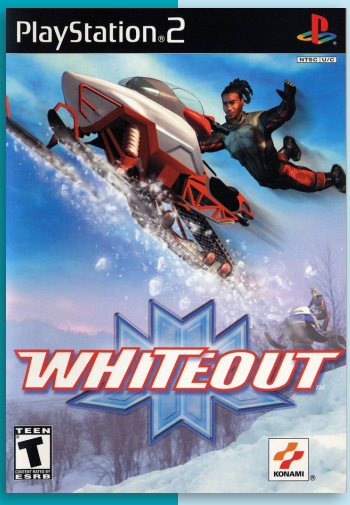
The game offers a twenty-one mission single player story as well as multiplayer death matches, team death matches and capture the flag for up to eight people online. Players can use and pick up a wide variety of weapons of both Tau and extraterrestrial origin including a sniper rifle as well as healing capsules, to confront both men and vehicle enemies.

In October 2003, Black Library Publishing released a novelization of the game under the same title. The book explores the plot of the game in much greater detail, as well as a close look at Tau culture.

Fire Warrior received mediocre reviews from the majority of the gaming press sites on the PC version, receiving an average score of 6.0 from sites such as IGN and GameSpot. The PS2 version was better received by critics and fans all around, earning it a 7.1 on GameRankings

Whiteout

5.0



Developer	Vicarious Visions
Publisher	Konami
Release date	(us) November 24, 2002
Genre	Racing
Mode	1-2 Players

Whiteout is a snowmobile racing game. The game engine simulates the real physics of a sled on different kinds of surfaces, such as snow, ice, mud among others, making the player pay attention to where and how to accelerate, break and turn in order to win a race. AI engine uses a complicated model that simulates behaviors making NPCs opponents fall asleep on fanfares or get reckless in a race.

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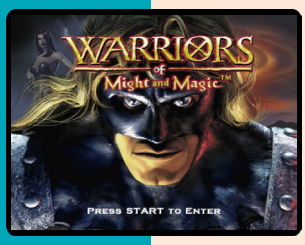
Warriors of Might and Magic

4.9



Developer	3DO
Publisher	3DO, (jp) Success
Release date	(us) March 17, 2001
Genre	Action role-playing
Mode	1 Player

Warriors of Might and Magic is an action role-playing game and centers around the protagonist Alleron, who is wrongfully accused of committing necromancy by the Grand Inquisitor, and is exiled in result. He is forced to wear the Mask of the Accused as a punishment for his crimes, which acts as a magnet to monsters. It is difficult to determine when the events of Warriors of Might takes place in the Might and Magic timeline. However, it's speculated that it takes place in between Heroes of Might and Magic III and Heroes of Might and Magic IV.

The gameplay style is similar to that of the PlayStation game Crusaders of Might and Magic. The player navigates Alleron through predominantly dungeon-like environments, fighting enemies in action-based combat, executing various melee moves (including blocking), and casting spells.

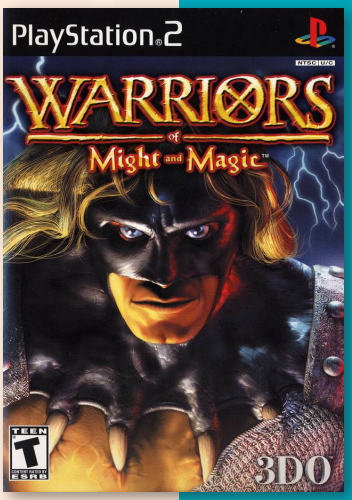
Development started soon after Crusaders of Might and Magic had been completed. The team learned from their mistakes and had wished to create a bigger and better game, development was troubled as the team often clashed with The 3DO company.

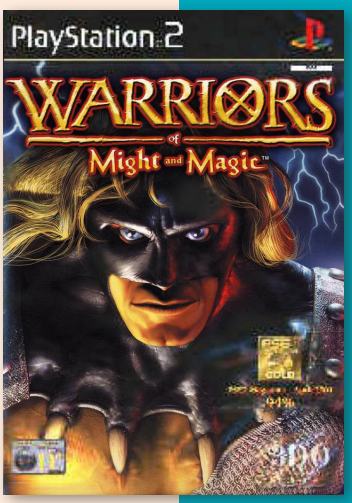
The game initially started development as a sequel to Crusaders of Might and Magic, however since Crusaders performed poorly in sales, 3DO opted to start with a new fresh idea. They thought that a new name and a new character might redeem their spinoff in the eyes of the fans, which would lead to better sales.

When creating the story the developers were interested in depicting the origin of the Ancients and Kreegans that appeared in previous Might and Magic games and attempted to recover continuity with the Might and Magic series. This was done by selecting enemies and spells that had appeared in previous iterations in the Might and Magic series of games.

The PlayStation version was mixedly received. It in particular has received a cult following status.

However, the PlayStation 2 version holds a generally unfavorable averaged review score of 49% on Metacritic.

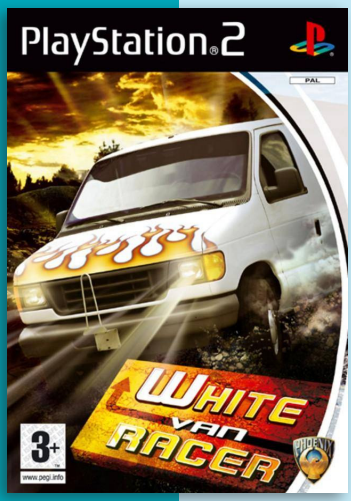




J N P

White Van Racer

5.0



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) February 9, 2007
Genre	Racing
Mode	1 Player

White Van Racer is based on “White van man”, a stereotype used in the UK for a smaller-sized commercial van driver, typically perceived as a selfish, inconsiderate driver who is mostly petit bourgeois and often aggressive. According to this stereotype, the “white van man” is typically an independent tradesperson, such as a builder, plumber or locksmith, self-employed, or running a small enterprise, for whom driving a commercial vehicle is not their main line of business, as it would be for a professional freight-driver.

In White Van Racer, players are given the chance become a White Van Man of their own. Selectable vans range from nondescript models to ice cream trucks, mobile burger shops, or business vehicles for painters and window cleaners. While there is no civilian traffic on the roads, drivers compete against up to 4 other computer-controlled vans in a dash for the finish line. There is a total of 12 linear stages, set in 2 scenarios and consisting of variations (direction, time of day) on 4 basic road sections. True to the White Van Man disposition, pushing and shoving competitors is a necessary tactic for the successful driver. Apart from quick race and time trial modes, three championships allow players to unlock more stages and vans.

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P

Warship Commander

8.1

J

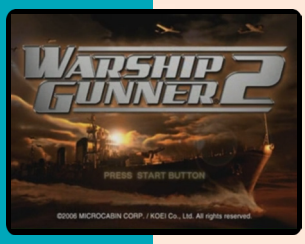
Developer	Koei, Inis
Publisher	Koei
Release date	(jp) April 5, 2001
Genre	Simulation, Action
Mode	1 Player

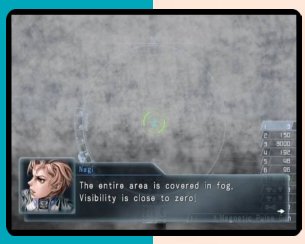
Kurogane no Houkou: Warship Commander is the prequel to the PS2 game, Naval Ops: Commander. The games are related to Naval Ops: Warship Gunner and Naval Ops: Warship Gunner 2.

Features for the game include three difficulty settings, four different countries to play as, four sets of weaponry types, and various ship-construction elements that allow users to customize their craft’s hull type, engine, armory, and more.

Warship Gunner 2

6.2





J N

Developer	Micro Cabin
Publisher	Koei, (us) SCEA
Release date	(jp) February 23, 2006
Genre	Simulation, Action
Mode	1 Player

Naval Ops: Warship Gunner 2, released in Japan as Warship Gunner 2: Kurogane no Houkou, is a vehicle simulation game and a direct sequel to Naval Ops: Warship Gunner Koei that debuted in 2003. The games is a subseries alongside the Warship Commander subseries within the overall Kurogane no Houkou series.

In Warship Gunner 2, the player take control of huge naval forces in an alternate 1940's, with the ability of not only using traditional weapons of the times, such as huge deck guns and cannons, but also more advanced technology such as giant lasers.

The player has the option to choose which ship they would like to use, using the analog controls to aim weapons and move the game camera to see more of the battlefield as well as using the d-pad to steer their ships. They can also research technology to build bigger and better weapons and build their own custom ships from the ground up with over a 1,000 customizable parts to use.

Players can employ anything from destroyers, battleships, cruisers as well as submarines to destroy their enemies and has 100 missions to play in as well.

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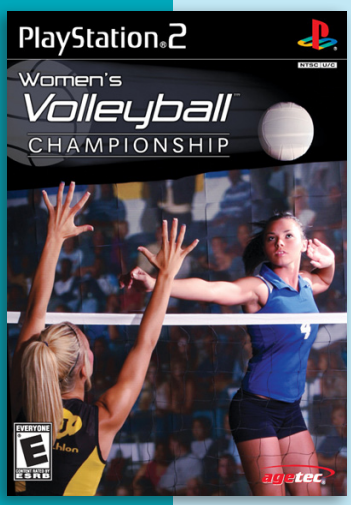
Women's Volleyball Championship

3.2



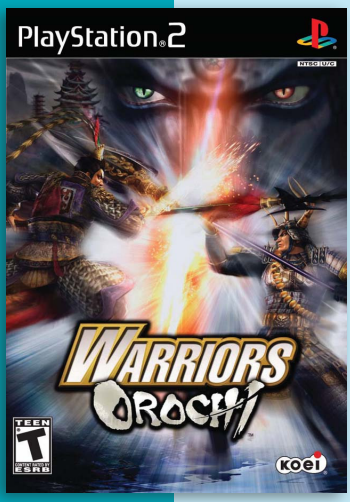
J N

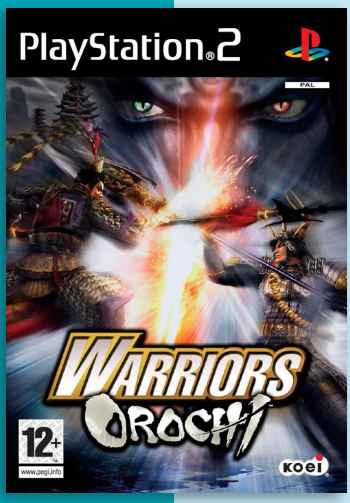
Developer	Spike
Publisher	Spike, (us) Agetec
Release date	(jp) October 25, 2007
Genre	Sports
Mode	1-2 Players

Women's Volleyball Championship, known as FIVB Volleyball World Cup: Venus Evolution in Japan, let players choose from twelve international teams and six venues from around the world. Players must manage the teams roster on and off the court for better performance. Players can also create and train their team in different skills including spiking and serving.

Warriors Orochi

5.5





J N P

Developer	Omega Force
Publisher	Koei, (jp, eu) Koei Tecmo Games, (us) SCEA
Release date	(jp) March 21, 2007
Genre	Hack and slash
Mode	1-2 Players

Warriors Orochi (無双オロチ Musō Orochi) is a beat 'em up game for PS2 and Xbox 360, and later ported to PSP and Windows. It is a crossover of two of Koei's video game series, Dynasty Warriors and Samurai Warriors (specifically Dynasty Warriors 5 and Samurai Warriors 2) and the first title in the Warriors Orochi series.

The events of the game begin when the Serpent King Orochi created a rift in time and space. By creating a twisted new world and bringing together warriors from the Three Kingdoms era of China and the Warring States period of Japan (more than 1,000 years apart in history), Orochi wished to test the might of the warriors of these two eras.

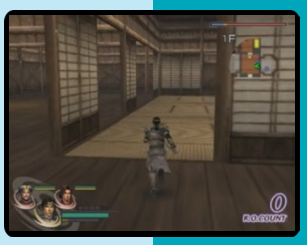
Players will battle the demon Orochi, and hack and slash his armies with a team of three warriors they can rotate between at any time. The two inactive teammates will recuperate during their downtime. If the active character dies, however, players have to restart the mission or load a saved game. A total of 79 playable characters from Dynasty Warriors 5, Samurai Warriors 2 and two new combatants are available to choose from. The new Weapon Fusion technique allows players to combine a particular character's different weapons into a single stronger one.

Players can choose from four unrelated story campaigns, Shu, Wei, Wu, and Samurai Warriors Story, with different unlockable characters, weapons and items in each. In the game's Free Mode, players can use any character in any stage they've already completed.

The game also feature split screen co-op.

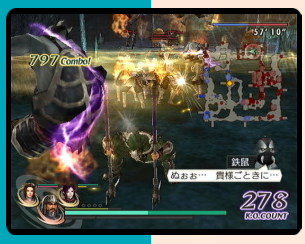
Warriors Orochi was met with average to very mixed reception. GameRankings and Metacritic gave it a score of 65% and 62 out of 100 for the PSP version; 57% and 53 out of 100 for the Xbox 360 version; 54% and 55 out of 100 for the PS2 version; and 52% and 51 out of 100 for the PC version.

As of May 21, 2008, the game sold over 1.5 million units worldwide.



Warriors Orochi 2

5.2



Developer	Omega Force
Publisher	Koei, (eu) Koei Tecmo Games
Release date	(jp) April 3, 2008
Genre	Hack and slash
Mode	1-2 Players

Warriors Orochi 2, known in Japan as Musō Orochi: Rebirth of the Demon Lord (無双オロチ 魔王再臨 Musō Orochi: Maō Sairin, lit. Unmatched Orochi: Rebirth of the Demon Lord), is the sequel to Warriors Orochi. The game was for the Xbox 360 alongside the PS2. The game was later ported to the PSP.

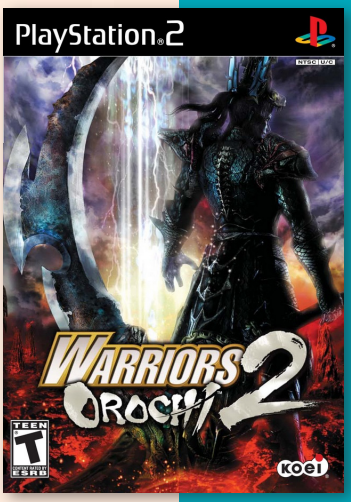
Warriors Orochi 2 starts with the defeat of Orochi at the end of the first game, the new land consisting of the warriors from the Three Kingdoms Era of China and the Warring States period of Japan found peace. It was, however, not destined to last. Former officers under the Orochi army broke away and formed their own armies, while others not affiliated with Orochi began to create armies of their own as well. All the while, an evil plot is in motion behind the scenes, to revive Orochi.

The game features similar gameplay to the prequel, like unlockable characters, upgradable weapons and multiple stages to play through. Also seeing a return is the team mate system, which allows players to rotate between three different warriors. Players can choose these three warriors from over 90 playable characters, and use them to battle with as they strive to defeat the vast armies of their opponents.

New features include Dream Mode, which tells more of Orochi's story, and new unlockable characters and weapons not seen before in the series. The North American release of Warriors Orochi 2 also contains 10 additional Dream Mode stages and two additional characters, Benkei and San Zang from Musou Orochi Z, a Japanese only PS3 exclusive.

Warriors Orochi 2 was met with very mixed to negative reception. GameRankings and Metacritic gave it a score of 58.75% and 56 out of 100 for the PSP version; 54.17% and 52 out of 100 for the PS2 version; and 44.64% and 44 out of 100 for the Xbox 360 version.

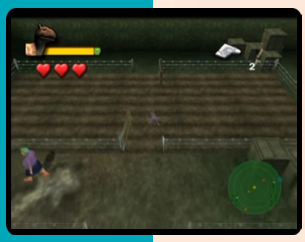
As of July 9, 2008, the game has sold 946,131 copies in Japan, according to Famitsu, which also gave the Xbox 360 version a score of 34 out of 40.

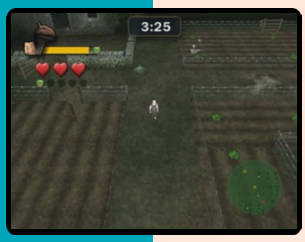


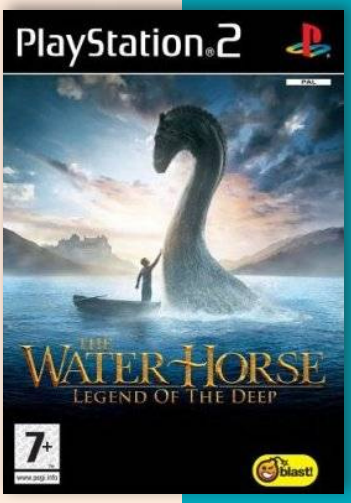
J N P

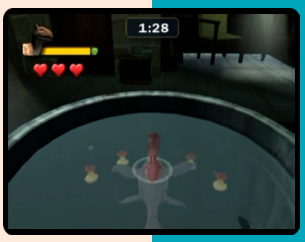
The Waterhorse: Legend of the Deep

7.4









Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment
Release date	(eu) March 14, 2008
Genre	Action
Mode	1 Player

The Water Horse: Legend of the Deep is based on the movie by the same which in turn is based on a children novel by Dick King-Smith. It's a tale about a young boy, Angus MacMorrow, who on the shores of Loch Ness finds an egg which hatches into a water horse.

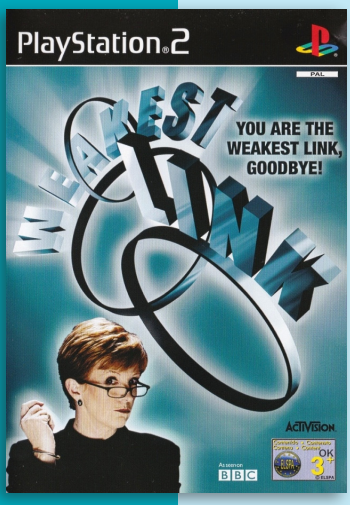
The game feature different gameplay methods where players will control both Angus and the water horse Crusoe. In some levels, Angus is controlled from a top down perspective and has to sneak around a farm and steal food. Angus can use different objects to help him progress.

Players will control Crusoe during different stages of growth. Depending on which stage he is in the gameplay will differ. In the baby stage he needs to eat to grow. In most levels, Crusoe is swimming around and eating. Gameplay also consist of quick-time events and different mini-games.

P

The Weakest Link

5.4

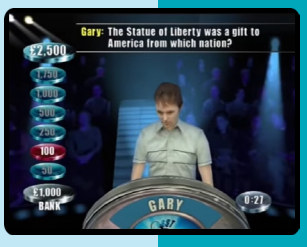


Developer	Activision
Publisher	Activision
Release date	(eu) November 2, 2001
Genre	Trivia
Mode	1-7 Players

Weakest Link is based on the TV show, where playing as one of the 24 selectable characters players will have to answer questions, bank prize money and vote tactically to become the winner. Anne Robinson, the main host, features in the game throughout gameplay.

Questions are presented in a multiple choice format with only the first letter of the answers displayed. Difficulty settings can be changed so that all the answers are shown fully, or for the Junior setting there is only a choice of 2 answers.

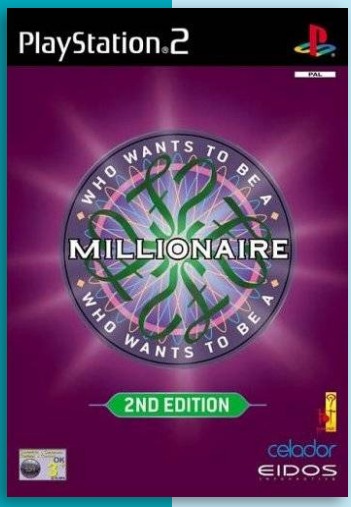
The game supports single and multiplayer options for the main game plus there a longer single player championship mode where players must play and win 4 shows to succeed.

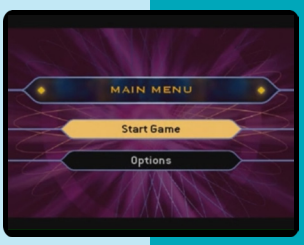


P

Who Wants to Be a Millionaire 2nd Edition

5.5





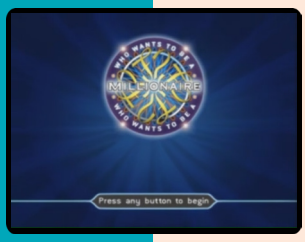
Developer	Eidos Interactive
Publisher	Eidos Interactive
Release date	(eu) December 7, 2001
Genre	Trivia
Mode	1-2 (4) Players

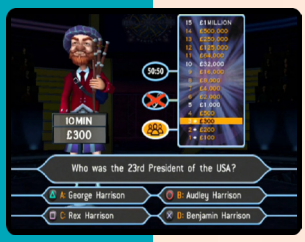
Who Wants to Be a Millionaire Second Edition is the second game based on the TV game-show. Players have to answer fifteen questions, slowly going up to the one million mark. If they have trouble, there are three lifeline they can use to help them: Phone a friend, 50/50 and ask the audience.

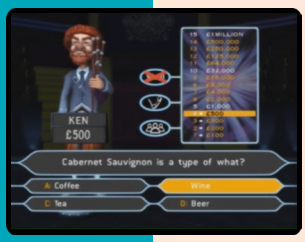
"mobygames.com"

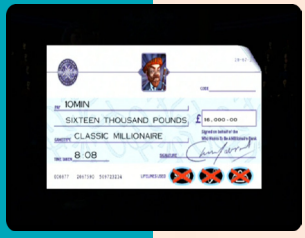
Who Wants to Be a Millionaire: Party Edition

6.3









Developer	Climax Solent
Publisher	Eidos Interactive
Release date	(eu) November 24, 2006
Genre	Trivia
Mode	1-2 (4) Players

Who Wants to Be a Millionaire: Party Edition is based on the TV show and varies it to be more suited for multiplayer. The basic rules are still the same: Players takes the role of a candidate and has to answer 15 questions by choosing the correct answer out of four given possibilities. For every right answer they receives money but they also loses money when choosing poorly. The game also feature the usual lifelines: 50/50, ask the audience and phoning a friend. In the game the latter is a prerecorded conversation.

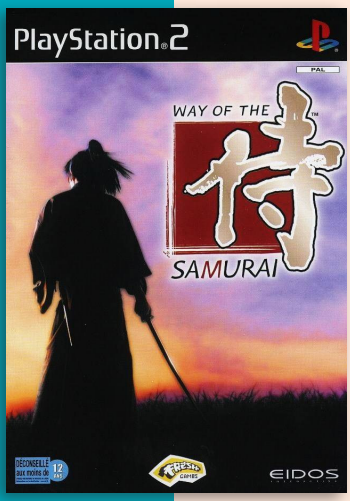
The game has a more comical look as in the former game versions because players has to choose between different characters which are present during the game and give humorous statements. New are also the three difficulty levels: while "normal" represents the regular rules described above the "easy" mode add three lives which are basically second chances when answering a question wrong and in "hard" mode players has no access to lifelines. In the "quick fire" mode the player needs to answer as much questions as possible.

Multiplayer mode feature different gamemodes: quick fire, play-or-pass, millionaire remix and multimillionaire (team-based).

Buzz bundle

Way of the Samurai

7.4



Developer	Acquire
Publisher	Spike, (us) Bam Entertainment!, (eu) Eidos
Release date	(jp) February 7, 2002
Genre	Action adventure
Mode	1-2 Players

Way of the Samurai, known in Japan as 侍 "Samurai", is a PS2 action-adventure. Set in 19th century Japan, the player takes on the role of Kenji, a rōnin, who wanders into a remote village and becomes involved in a conflict between rival clans. A notable feature of the game is the branching storyline, which allows player decisions to radically alter the course of the story.

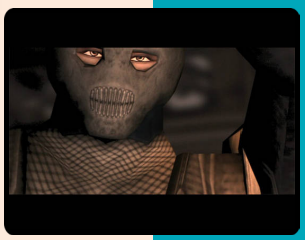
Aside from the player's direct involvement in choosing the plot, gameplay in Way of the Samurai focuses heavily on combat. Fighting is done almost entirely with various samurai swords available in the game. Way of the Samurai features over 40 different types of swords, however the player begins with access to only one. By defeating enemies, the player can then take the fallen character's sword to add to his or her own inventory. The player may only carry a maximum of three swords at a time. Once per game, the player may leave one additional sword with the swordsmith, Dojima, and have it delivered to his or her sword collection.

The player will often have the choice of whether or not to engage in combat with a specific NPC, however once combat is engaged the player is likely to be forced into fighting several opponents at once.

Kenji has a basic set of moves that are available with all weapons, consisting of a regular attack, a strong attack, a block, and a kick. There are numerous variations and combinations of the basic moves available depending on the particular sword equipped at the time. By defeating opponents or collecting special items Kenji can also unlock special attacks and combinations specific to each weapon. There are also several different fighting stances, depending on the particular sword equipped, each of which comes with its own fighting style.

This is the only installment in the series so far that offers a versus mode for 2 players.

On release, Famitsu magazine scored the game a 31 out of 40.

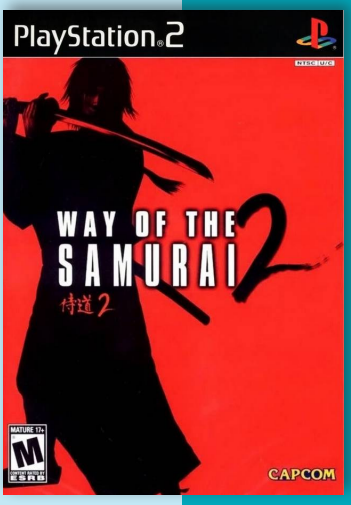


Way of the Samurai 2

5.9

J N P

Developer	Acquire
Publisher	Capcom, (jp) Spike
Release date	(jp) October 9, 2003
Genre	Action adventure
Mode	1 Player



Way of the Samurai 2 (侍道2 Samurai Dou 2) is a prequel to Way of the Samurai. The player starts as a starving rōnin who collapsed at the gate of a famous trading island-city called Amahara. Soon thereafter, a little girl shares her riceball with the ronin, giving him (or her, depending on the player's choice) energy. A choice appears, introducing the player to the diverse life of a samurai.

The combat system from the original Way of the Samurai are carried over, albeit with some changes. Amongst them are the inclusion of "stance-breaker" attacks on nearly every weapon, a simplified guard/parry system, and instant kill techniques.

Players can obtain as many as 60 different swords and, with the proper equipment and practice, perform more than 100 different special moves. Also as in the original, the ronin must choose his/her own path through the plot lines, and the decisions they makes can drastically affect the outcome of the story.

The game feature a day and night cycle and various strategical elements. Players can talk to various characters, accept tasks and shop for new items. Decisions influence the relationships with the different groups.

Wonder Zone

Developer	SCEI
Publisher	SCEI
Release date	(jp) October 10, 2002
Genre	Music, Miscellaneous
Mode	1 Player

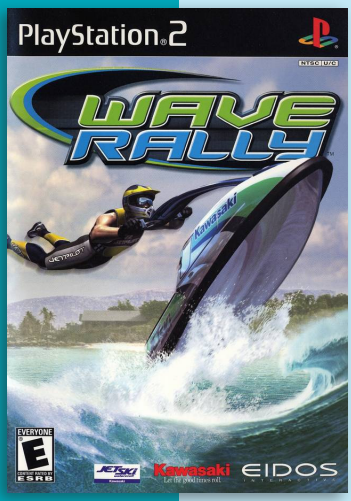
Wonder Zone is based around the all-female rock band, Zone. Zone has been categorized in a new genre called "bandol" (a portmanteau of the words band and idol). The group has officially ended in 2013.

The game plays similar to the Visual Mix: Ayumi Hamasaki Dome Tour 2001 game, where players can listen to different music videos, change camera angles and add effects.

J

Wave Rally

6.2



Developer	Opus Corp
Publisher	Eidos Interactive
Release date	(us) November 26, 2001
Genre	Racing
Mode	1-2 Players

Wave Rally, also known as Jet Ski Riders, provides players with both a Jet Ski and runabout on which to race. Five modes of play are offered: Arcade, Championship, Time Trial, Multiplayer, and Freestyle. The Championship mode awards points based upon the player's final position in each race. The Arcade mode forces the player to reach checkpoints within a given time limit. The freestyle arena requires the player to perform various tricks with the aid of waves and ramps scattered around the open area. Tricks are judged according to composition, appeal and technical merit, among others.

Dynamic waves which vary in frequency and height can help or hinder the progress during the race. Races take place during different times of the day and in variable weather conditions. A cast of eight selectable characters, consisting of female and male riders, makes up the field for each race.

J N P

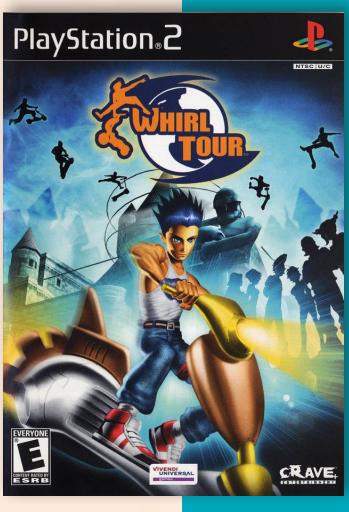
Whirl Tour

5.8

Developer	Papaya Studios
Publisher	Crave, (eu) Vivendi Games
Release date	(us) November 25, 2002
Genre	Sports
Mode	1-2 Players

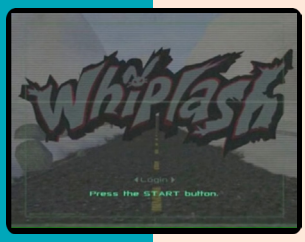
Whirl Tour plays out on scooters. Different buttons allow players to perform various tricks. There are six different modes to play in, eight different levels, seven unlockable characters and ten unlockable scooters. In each Story Mode and Co-op Story Mode level, there are seven objectives to finish. There are simple objectives like to perform a certain trick in a certain spot or topple over something while grinding. Other objectives include getting a certain score, recovering 3 music discs, defeat the two bosses and destroy the generator. Race levels where the player is put against the computer are unlocked by destroying the generator in a level. Special Bonus Levels can be unlocked by finishing all objectives in one level.

N P



Whiplash

6.6

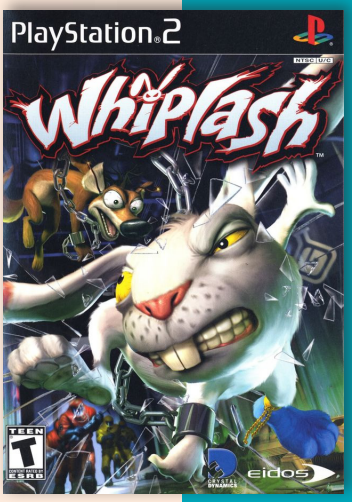


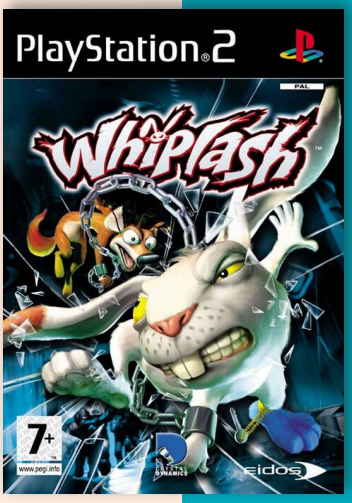
Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) November 18, 2003
Genre	Action-platformer
Mode	1 Player

Whiplash is a platform game where a long-tailed weasel named Spanx and a rabbit called Redmond finds themselves chained to one another and follows their adventures as the pair endeavor to find a way out of the warehouse of the product testing corporation known as Genron.

The game is a 3D platformer, with Spanx being controlled by the player for the majority of the game, and Redmond used more in combat or as a means of traversing the world. Although Redmond and Spanx are chained together, the gameplay is much like any other platformer. Spanx has most standard platforming abilities, while Redmond is completely indestructible and so can be hurled into security guards, jammed into machinery, and used as a grappling hook, among other uses.

Before the game was released in the UK, the Royal Society for the Prevention of Cruelty to Animals, the Research Defence Society, the chairman of the British House of Commons and the Police Federation of England and Wales were deeply shocked at the level of cartoonish cruelty in animal product testing, despite the whole premise of the game as being against this.





Wild Wild Racing

Developer	Rage Software
Publisher	Interplay, (jp) Imagineer
Release date	(jp) September 14, 2000
Genre	Racing
Mode	1-2 Players

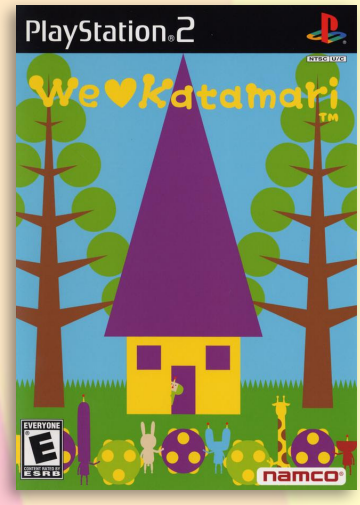
Wild Wild Racing is an off-road racing game released as a launch-title for the PS2 in the US and Europe. The game allows players to compete in all-terrain vehicle races in various countries around the globe. There are five locations in the game: United States, India, Iceland, Mexico and Australia.

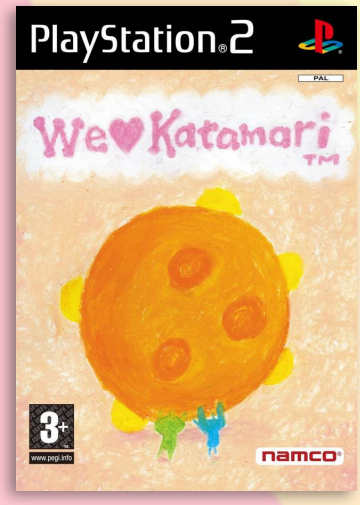
In addition to the off-road racing circuits, Wild Wild Racing includes a series of mini-games that allow the player to upgrade and access new vehicles.

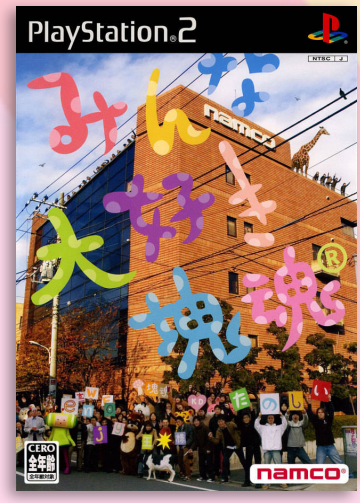
6.4

8.6

We Love Katamari







JNP

Developer	Namco
Publisher	Namco, (eu) Electronic Arts
Release date	(jp) July 7, 2005
Genre	Puzzle, Action
Mode	1-2 Players

We Love Katamari, known in Japan as Minna Daisuki Katamari Damacy, is the sequel to the previous year's sleeper hit, Katamari Damacy. This is the last game in the series that had involvement with the series creator Keita Takahashi.

We Love Katamari tells two stories: a self-referential story of how the King of All Cosmos is reacting to the unexpected success of Katamari Damacy, and an origin story of how the King of All Cosmos became the King of All Cosmos, met his wife, and had his son.

The concept for this game is as idiosyncratic as its predecessor. Since the release of the original game, the King of All Cosmos and his son the Prince have acquired a fan base. The Prince receives a request from a fan at the start of the game. The objective of the game is to have the Prince fulfill each fan's request, which will make more fans (stages) appear until the whole game is mobbed with fans. Upon fulfilling each fan's request, the Katamari is given to the king, which he uses to create a new planet in the cosmos, this continues until there are enough planets in the cosmos to roll up the sun using the Earth as a katamari. Constellation data can be loaded from Katamari Damacy to help with this task.

The gameplay follows the same core mechanic: To gather material, the Prince pushes around his katamari, a magical, highly adhesive ball capable of grabbing anything smaller than itself. Initially, the katamari can only pick up smaller items like loose change and discarded pencils. As more items accumulate, the katamari's power grows, allowing it to pick up "vaulting boxes, pencils, erasers, postcards, ramen, robots, cows, sheep, this girl, that boy, moms and dads, bicycles, motorbikes, homes, buildings, rainbows, clouds, islands, hopes and dreams". Once the level is successfully completed, the katamari and the Prince (or cousin) are judged by the King, who launches the katamari into space for it to become a planet, satellite, or other celestial object, if deemed acceptable. If the planet has already been created, the katamari can replace it or be shattered into "stardust". If the King does not approve of the katamari, he punishes the Prince by scolding him and shooting him with lasers.

The sequel adds many new objectives, including: making the katamari as large as possible with a limited number of objects, collecting objects for their monetary value, rolling a sumo wrestler over food items to gain body mass (and then into his opponent to win the match), pushing a snowball around to create the head of an enormous snowman, and a number of "fast as possible" time attack challenges. Many levels have both a "big as possible" and a "fast as possible" objective, and some even have three similar objectives of increasing difficulty or size.

In the previous game, finding the prince's cousins only unlocked them for use in 2-player mode. We Love Katamari allows the player to switch to the cousins in the 1-player game as well. Additionally, two Royal Presents can now be worn: one on the head or face, and one on the body. The ap-

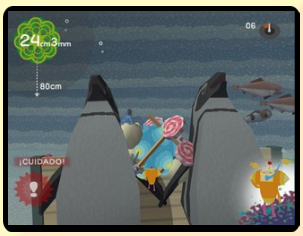
pearance of presents may differ depending on the character that wears them.

In addition to the standard, single-player mode, this game features a two-player cooperative gameplay option, in which each player controls half of the katamari. Players must work together to effectively maneuver the ball. Any stage in the game can be completed in solo or cooperative mode; however, in cooperative mode, some extra time is usually added to the game clock to compensate for the difficulty in coordinating the players.

In the Snowman level, which has no time limit, this method of play is eschewed in favor of a more traditional one: each player rolls one half of the snowman. Similar to the single-player version of the stage, the snowman is completed as soon as the two players collide; however, because the bottom half is also being rolled by someone, players are not limited to forming the snowman in the middle of the area.

In the Japanese and PAL version of the game each player's gamepad is depicted on-screen, illustrating how each player is currently manipulating the dual-analog sticks. This feature was omitted from the American version due to copyright issues.

As in the original game, there is a two-player competitive mode, wherein the opposing players each control their own katamari. Control of the katamari is identical to the regular game, and the objectives are similar. The winner is the player who most fulfills this objective, which is either to collect the most of a small object (such as pencils in the House, or pudding in the Town) or to have collected a single large object at the end of the game (such as a Ginkgo leaf in the House or a ghost in the Town).



Unlike Katamari Damacy, battle mode maps are drawn directly from the single-player world (albeit with fewer objects due to technical limits as to how many polygons can be rendered at once), offering a wide variety of diverse regions in which to compete.

The soundtrack consists of eighteen songs from Namco composers Yuu Miyake, Hiroshi Okubo, Hideki Tobeta, Asuka Sakai, Akitaka Tohyama, Yuri Misumi, Katsuro Tajima, Yoshihito Yano, Tomoki Kanda, and Jun Kamoda.

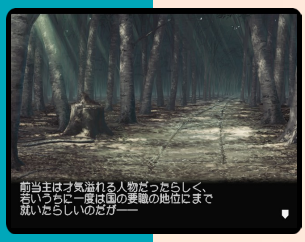
As this is the first game in the series to be released in the PAL regions, two bonus movies from the original Japanese Katamari Damacy can be unlocked: the introduction movie from the game, and the Hoshino family cut scenes edited together as a single movie, along with the dubbed versions in English, Japanese, and Korean. These scenes are also included in the Japanese version.

The NTSC Greatest Hits release has a Japanese spoken and a second unlock Korean spoken English subtitled version of the Hoshino family episodes.

We Love Katamari was met with positive reception upon release. The Sydney Morning Herald gave the game all five stars and stated that *"The way the scale changes seamlessly is incredibly cunning with areas becoming accessible and later off-limits again according to the size of your flotsam-encrusted orb."* The Times gave it a favorable review and stated that *"what's most important about We Love Katamari is that it represents a move in which Electronic Arts, the world's biggest games publisher, has been prepared to release a title that is new, entertaining, and ultimately original."*

White Clarity: And, the Tears Became You

6.1



J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) December 29, 2005
Genre	Visual novel
Mode	1 Player

The story takes place in a land where once upon a time there was an albino human race which were believed to be the messengers from the moon. But 50 years ago, the new government, which was established by the revolution. The faith in albino was a part of an old government and as such has been proclaimed highly punishable. It was said the albinos are the work of devil.

The protagonist of the story is a young boy called Yuu. He grew up in an orphanage. Once day, he was asked to work in the house of Semon. Semon, though respected by the locals, is an eccentric who settled settled on the outskirts of town. Days have passed as Yuu was performing his daily duties at his master's mansion. One day, he got a hold of a key to the basement. He decides to check the basement in secret and find an albino girl with white hair and skin.

The game features multiple endings which may be attained by selecting different routes in the story. Some routes become available only after finishing the game.

Limited Edition

White Princess the Second

6.2

Developer	Kid
Publisher	Kid
Release date	(jp) August 25, 2005
Genre	Visual novel
Mode	1 Player

White Princess the Second is the follow-up to the romantic sim originally released on Windows in Japan. The game takes place in a school and has the player falling in love with different girls. The PS2 version added new scenarios and three new heroines. The port also includes new voices and characters.

The game begins at the start of the second semester of the second year of high school. Players take the role of Keisuke Shibahara and work on their relationship with nine heroines.

"ign.com"

J

White Breath: Kizuna

7.7

Developer	Kid
Publisher	Kid
Release date	(jp) November 22, 2006
Genre	Visual novel
Mode	1 Player

This PlayStation 2 port is released roughly two years after the original Windows version, but is stripped of all the adult graphics. The story premise remains the same, however. The protagonist of the story is Tsukasa Sagami, a high-school student who had miraculously recovered from a fatal illness when he was a child. Over time he became fairly popular in school and somewhat of a soccer star. But the illness returned and he was diagnosed with very little time left to live, probably not even until the graduation.

The game progresses through the calendar, day by day, letting players decide which characters they want to meet. Namely, they can only select among five different girls, most of which will exclude one another as the places and activities happen at the same time in a different place. The game then progresses as a visual novel where players read the story and occasionally select an action when the choice presents itself.

"mobygames.com"

J

Wild Water Adrenaline featuring Salomon

7.1

J P

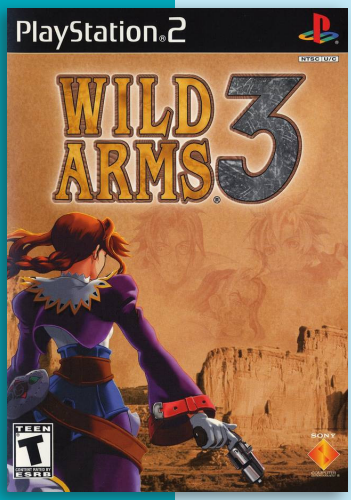
Developer	Fresh 3D
Publisher	Pinnacle, (jp) RED Entertainment
Release date	(eu) March 3, 2006
Genre	Sports
Mode	1-2 (4) Players

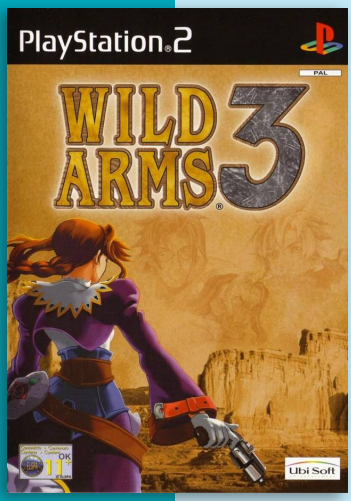
Wild Water Adrenaline is based on whitewater kayaking and rafting. Up to four players, in single kayaks or controlling a raft together, can play simultaneously to go down rivers, conquer rapids and drop off cliffs. The player especially needs to pay attention to the steering, which is controlled through the analogue sticks, one for each of the character's arms, to avoid a variety of obstacles. This is done by constantly moving them in a circular motion.

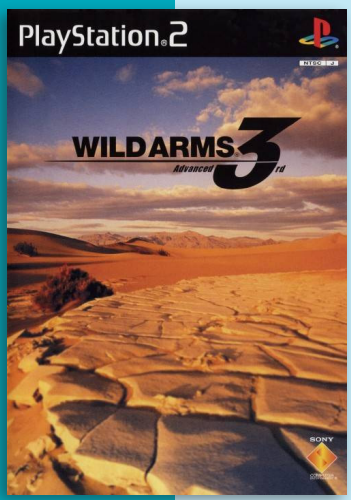
The game is endorsed and has been developed in collaboration with Salomon, a manufacturer of articles for outdoor sports.

Wild Arms 3

7.8







J N P

Developer	Media.Vision
Publisher	CEI, (us) SCEA, (eu) Ubisoft
Release date	(jp) March 14, 2002
Genre	Role-playing
Mode	1 Player

Wild Arms 3, known in Japan as Wild Arms Advanced 3rd, is a sequel to Wild Arms and Wild Arms 2.

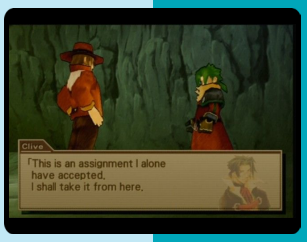
The story follows Virginia Maxwell, an amateur Drifter (adventurer) looking for adventure on Filgaia, a desert planet with wild west motifs. After foiling an attempted train robbery of a valuable treasure, Virginia joins forces with three other Drifters as they travel the world and unravel a mysterious plot involving the ancient history of the planet.

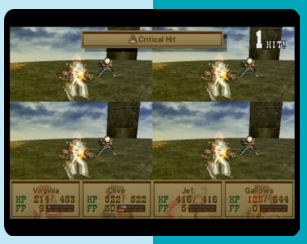
This game continues the tradition of two previous games, adding a stronger emphasis on the fantasy wild west atmosphere. Characters have the ability to attack using ARMS (projectile weapons), use special abilities, use items or cast Arcana (magic). From the beginning of the game, each of the four characters has an introductory chapter before becoming a party and traveling together. The battles are random, with a FP gauge which fills while attacking and defending, and usage of Arms and magic which require FP, similar to the second game of the series. Later on, special vehicles feature their own type of battle system.

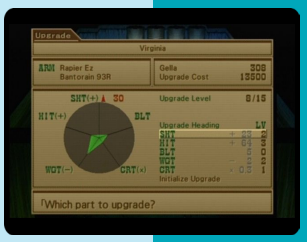
Unlike traditional RPG's, locations on the world map are not immediately visible. In order to discover new towns and dungeons, the player must ask for information or learn of them during the plot and then manually search for them using a GPS-like system. The world map, which the player must buy, assists the players in finding new locations.

A new feature is a dialogue based on key words, similar to a system commonly used in adventure games, which allows a more flexible use of dialogue options.

Wild Arms 3 received generally positive reception from critics. Critics praised the cel-shaded graphics along with the deep story and characters, while criticizing the frequent battles and world map searching system. On release, Famitsu scored the game a 32 out of 40. GameSpot gave it a score of 7.5 out of 10. GameRankings gave it 78%.

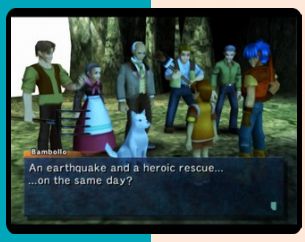


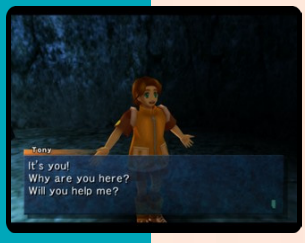




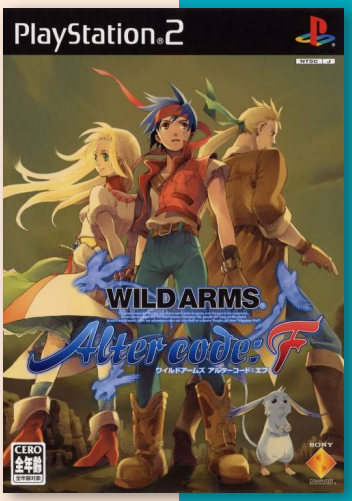
Wild Arms Alter Code: F

7.3





Developer	Media.Vision
Publisher	SCEI, (us) Agetec
Release date	(jp) November 27, 2003
Genre	Role-playing
Mode	1 Player



J N

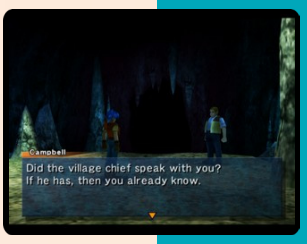
Wild Arms Alter Code: F is an enhanced remake of Wild Arms that was released in Japan in 1996 for the PlayStation. The game is a Western-themed role-playing game The original is noteworthy for being one of the first role-playing games on the PlayStation, as well as one of the few to feature a Western American setting and motif.

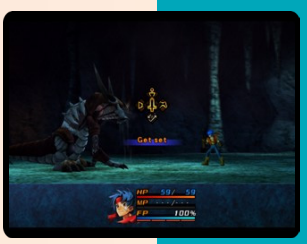
Taking place in the fantasy world of Filgaia, Wild Arms follows the adventures of a band of miscreants and adventurers called Dream Chasers who scour the world in search of excitement and fortune. The player assumes control of a young boy named Rudy who has the ability to operate powerful weapons called Ancient Relic Machines (ARMs), forbidden remnants of a lost age that resemble firearms. Along with his companions Jack and Cecilia, the group must use their respective skills to navigate through the vast wastelands and dungeons of Filgaia and prevent an otherworldly threat from reviving their lost leader and destroying the world.

The remake features entirely new 3D environments, five new playable characters and many other improvements. The game features more characters than just the original trio. Other characters such as Jane Maxwell, McDullen Harts (called Magdalene Harts in the remake), Emma Hetfield, Mariel, and Zed will be able to join and the player may switch them into the battlefield. All of the dungeons have completely different puzzles and layouts.

The game now has 3D graphics both in and out of battles. The soundtrack has been heavily remixed or replaced entirely with new music. Numerous FMVs have been added at key points in the game and for the guardian summonings. The encounter cancel system from Wild Arms 2 and 3, which allows a player to skip a random battle, is present.

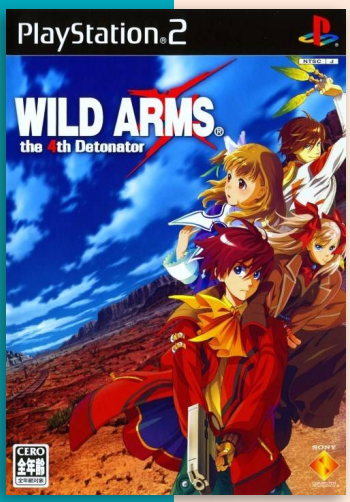
The game's North American release was postponed several times until it was finally released on November 15, 2005. The North American version comes with a bonus DVD featuring the first episode of the Wild Arms anime series, Wild Arms: Twilight Venom.





Wild Arms 4

6.9



J N P

Developer	Media Vision
Publisher	505 Game Street, (jp) SCEI, (us) Xseed Games
Release date	(jp) March 24, 2005
Genre	Role-playing
Mode	1 Player

Wild Arms 4, known in Japan as Wild Arms the 4th Detonator, is the fourth installment in the Wild Arms series. The game's overall look and feel is a departure from the Wild West feel of the previous games in the series, to a more modern look.

Players take the role of a young teenager named Jude Maverick who have grown up in an isolated town called Ciel, which is completely enclosed in a large sphere floating thousands of feet above the surface of Filgaia. His sheltered world changes forever when he sees the sky "tear" and ships enter his homeland.

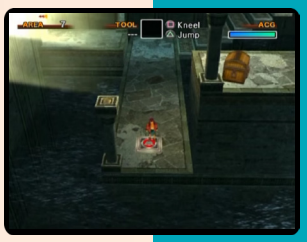
After the invading army attacks Ciel and brings the sphere crashing down, Jude join forces with two other characrters, Yulie, Raquel and Arnaud who travel the war-torn land of Filgaia in search of truth, their own identities, and their separate paths to adulthood.

Action elements on the field map such as double-jumps, using the new "Accelerator" ability to manipulate time, and equipping items to solve puzzles maintains the excitement between battles. Movie events are presented in a distinctive use of polygons and shading with voice-actors. Dialog takes place using various character illustrations that change and reposition frequently.

Dialog takes place using various character illustrations that change and reposition frequently like a digital comic book, making it easier to deeply understand the emotions of each character.

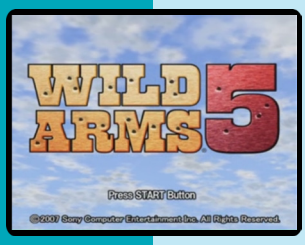
The HEX battle system is composed of seven hexagons on the battle field, with random beginning placement for all characters and enemies. What makes the HEX battle system so unique is that it is area based instead of character based. This means that any attacks or spells given to certain hexagon, or HEX, will affect all characters on that HEX. Multiple allies or enemies can occupy a single HEX, but enemies and allies can't occupy the same HEX.

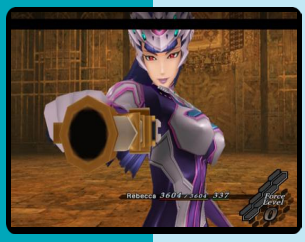
The PAL version is known to crash in certain places when played in 50 Hz mode, leaving those areas potentially impassable to players whose television does not support 60 Hz PAL signals.



Wild Arms 5

7.1





Developer	Media Vision
Publisher	Xseed Games, (eu) 505 Game Street, (jp) SCEI
Release date	(jp) December 14, 2006
Genre	Role-playing
Mode	1 Player

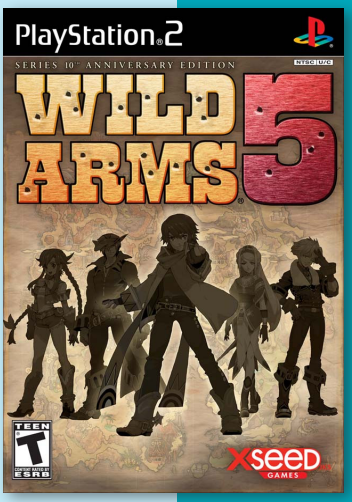
Wild Arms 5, released in Japan as Wild Arms: The Vth Vanguard, is the fifth game in the series and celebrates the series' 10th anniversary by featuring cameo appearances of characters from the previous games.

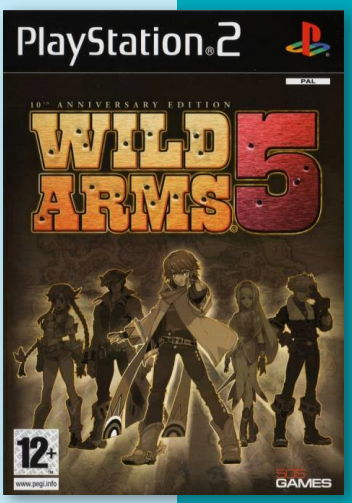
Like every game in the Wild Arms series, Wild Arms 5 takes place on the world of Filgaia. Humans are currently being ruled over by the Veruni, an alien race that landed on Filgaia 100 years ago. Dean Stark, the protagonist of the story, lives in a secluded village away from all the turmoil. He dreams of becoming a hunter of golems, which are huge, ancient machines that were once built to serve mankind. Along with his childhood friend Rebecca Streisand, and Avril Vent Fleur, a mysterious girl who falls from the sky, Dean sets out on an adventure to chase his dream of becoming a golem hunter and to help Avril recover her memories.

Wild Arms 5 is a third-person role-playing game where the player explores the world and fights battles in turn-based combat sequences with up to 3 characters in the party. The playing field during combat is split in seven hexagonal sections, of which some have special properties. Players can use guardian beasts, combination arts (team work), chain attacks, original attacks and others. Just like the previous game, these are based on a force meter, which increases when characters attack or are being attacked.

In the exploration mode, Dean and his party can use vehicles or run around, and during dungeon exploration there are two modes: Action (jumps, slides, interaction) and Shooting (through ARMs, Dean can choose from various cartridges to interact with the environment, destroying or manipulating it).

In the United States, the first print run of Wild Arms 5 came in a commemorative "Series 10th Anniversary" box and included an art book featuring character art from all five Wild Arms games. The European version was released in two different versions: a limited edition, including an 80-page art book, and a standard edition.

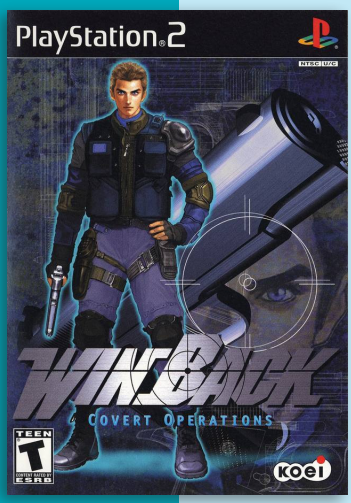




J N P

WinBack: Covert Operations

6.6

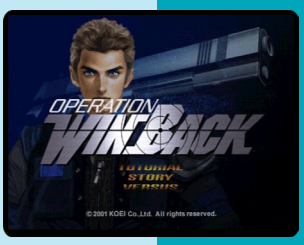


Developer	Omega Force
Publisher	Koei, (eu) Midas Entertainment, (us) SCEA
Release date	(jp) December 21, 2000
Genre	Third-person shooter
Mode	1-2 (4) Players

WinBack, known as Operation: Winback in Australia and Europe, is a third-person shooter. The story follows one Jean-Luc Cougar, a secret agent infiltrating a laser satellite's command center.

Gameplay revolves around its innovative cover system, in which the player takes cover behind corners and then ducks out to shoot. The player cannot move while shooting; instead, the control stick is used to aim, a task made easier by the fact that every weapon is equipped with a laser sight.

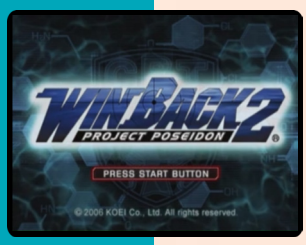
WinBack's cover system eventually went on to influence several later shooters, including Metal Gear Solid 2: Sons of Liberty, Resident Evil 4 and Kill Switch, which in turn influenced games like Gears of War. The cover system has since become a staple of third-person shooters.



J N P

WinBack 2: Project Poseidon

4.8



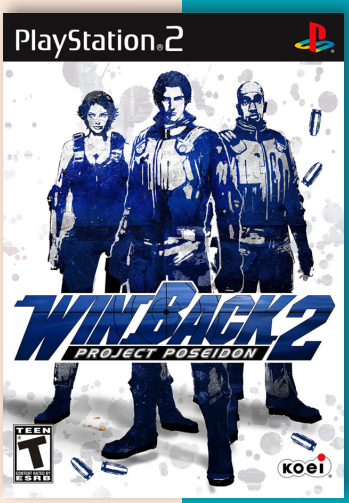
J N P

Developer	Cavia Inc.
Publisher	Koei
Release date	(us) April 25, 2006
Genre	Third-person shooter
Mode	1-2 (4) Players

WinBack 2: Project Poseidon centers around the exploits of a crisis response team which consist of The Craig Contrell, Nick Bruno, and Mia Cabrera The game have no related storyline to the first game.

Besides a graphical update and new cast of characters, the major new feature in this game is playing as two different characters per level. The player operates as a Route A person and a Route B person, e.g. Craig and Mia, Nick and Craig, etc. The partner in Route A offers a supporting role to the main partner in Route B, to unlock doors and assist in eliminating enemies for their benefit. After finishing each level for the first time, the player goes through it a second time as the partner.

There is also a multiplayer mode for up to four players, featuring several game mode including deathmatch and sniper battles.



Wind -a breath of heart-

7.5

J

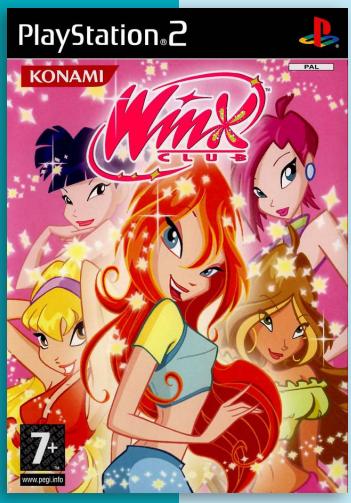
Developer	Alchemist
Publisher	Alchemist
Release date	(jp) December 18, 2003
Genre	Visual novel
Mode	1 Player

The game follows Makoto Okano as he returns to his hometown after 10 years away. Before he left, he and Minamo Narukaze made a promise to each other to meet again. She told him she will keep on playing the harmonic and even though he may be too far away to see it, the wind will carry the melody, hopefully all the way to his place.

Ten long years have passed, and together with his younger sister, Hinata Okano, Makoto returns to his hometown. One evening, after school classes, he hears a melody that attracts his attention, which in turn leads him to the roof where he sees a girl with a purple hair, playing a harmonica. Not realizing at first who she is, the truth soon becomes clear that the girl is Minamo, and promise of their reunion has been fulfilled via serendipity.

"mobygames.com"

Winx Club



Developer	Konami
Publisher	Konami
Release date	(eu) March 17, 2006
Genre	Third-person shooter
Mode	1 Player

Winx Club is a 3D action adventure game based on the Italian cartoon series of the same name. It loosely retells the story of the first season of the television series.

There are "action" and "adventure"levels. In the adventure levels gameplay consists of finding items for specific NPCs and playing various mini-games. In the action levels the player has to jump, climb, and fight enemies. The main character, Bloom, has a magic shield and two attacks that improve during the game. She can also cast a number of spells that can aid her in finding the items she needs. During boss battle Bloom changes to her Winx form in which she is more powerful and can fly. During the levels there are various items to be picked up which improve Blooms health or attacks or unlock new outfits that can be worn.

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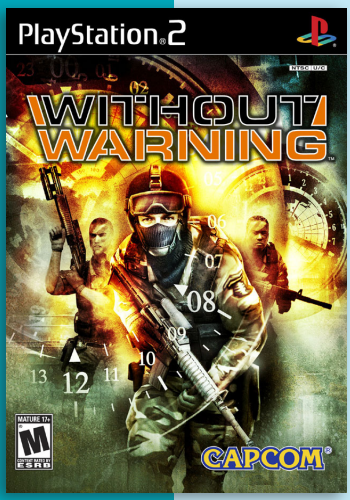
Without Warning

4.5



Developer	CiRCLE Studio
Publisher	Capcom
Release date	(eu) October 28, 2005
Genre	Third-person shooter
Mode	1 Player

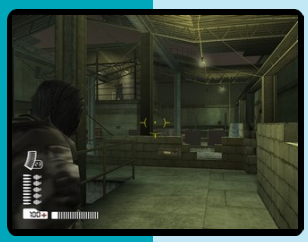
Without Warning is a third-person shooter. Set in a vast chemical plant, during a brutal terrorist plot, the game follows the actions of the six playable characters; three Special Forces members, a security guard, a secretary, and a cameraman. Set over twelve hours, the feel of the game, storywise, is similar in style to the TV series 24.

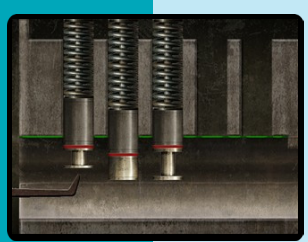
Gameplay of Without Warning varies depending on which character is being played. In the case of the Special Forces members and the security guard, gameplay is generally fast-paced, as is often the case with arcade-style shooters. While the game features a dedicated cover system, there is little emphasis on tactical combat, with the best approach often being simply to eliminate all enemies as quickly as possible. Despite the core gameplay of the four characters being largely alike, they all have small differences between them. These involve exclusive objectives for each character, making their gameplay differ slightly from each other. There are also minor differences between the weapons of each character, which in turn affects the gameplay of each as well.

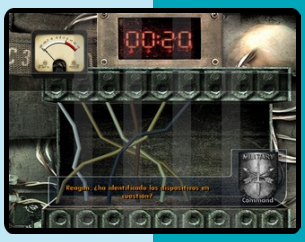
The remaining two characters rely far more on stealth over action. The secretary has only the option to stun enemies either with pepper spray or a fire extinguisher, rather than killing them outright. This is often largely ineffective, and as such, generally the secretary must proceed throughout the chemical plant without alerting the terrorists. The gameplay for the cameraman is largely the same, although with this character, the player has the option to attempt to kill terrorists with a gun. A more notable difference, however, is that the cameraman is required to film various activities committed throughout the chemical plant by the terrorists using his camera, exposing himself to danger.

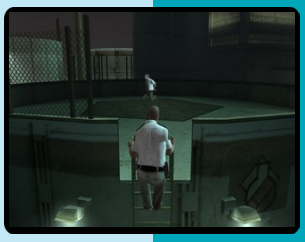
Without Warning was developer Circle Studio's only video game, before the company began focusing on DVD games as opposed to console games.

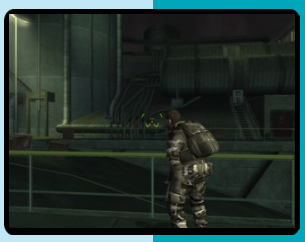
Upon release, the game received generally negative feedback by most game critics.











Woody Woodpecker: Escape from Buzz Buzzard Park

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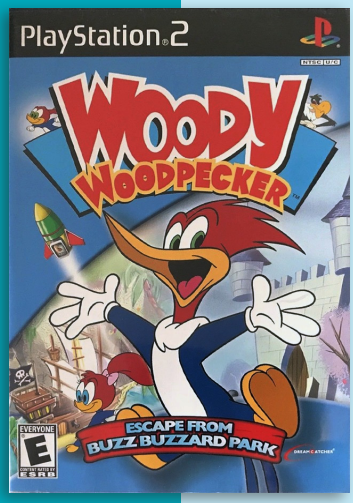


Developer	Eko Software
Publisher	DreamCatcher Interactive
Release date	(eu) December 7, 2001
Genre	Platform-adventure
Mode	1 Player

The game plays similar to other toon-based games like Bugs Bunny & Taz: Time Busters and Disney's Donald Duck: Goin' Quackers.

For much of the adventure, the player is Woody Woodpecker. During the absence of Woody's nephew Knothead and niece Splinter were abducted by the Machiavellian Buzz Buzzard, which requires an exorbitant ransom for their release. Unwilling to pay, Woody goes in search of the missing by venturing into the huge and dangerous amusement park built by Buzz Buzzard.

The game consists of twenty-one levels of type platform. The progress in the game is based primarily on the skill and dexterity needed to overcome obstacles that present themselves or unblock access to the following level by manipulating objects.

N P

Wreckless: The Yakuza Missions

6.0

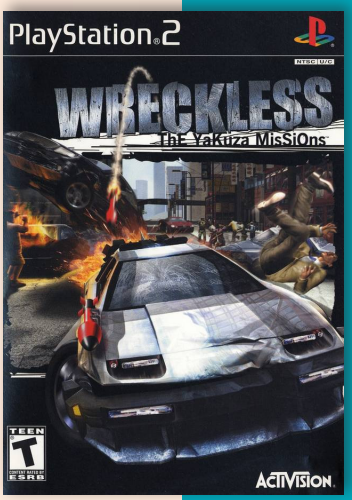
N P

Developer	Stealth Studios
Publisher	Activision
Release date	(us) November 13, 2002
Genre	Racing
Mode	1-2 Players

Wreckless: The Yakuza Missions, known as Double S.T.E.A.L. in Japan, is a driving game set in Hong Kong, in which the player completes missions.

This game is the updated port of the original Xbox version of Wreckless: The Yakuza Missions, and adds several new features. Missions are now ranked based on how quickly they are completed, and fast times reward medals. A free mode is available now too, allowing the player to drive through the city without worrying about a time limit. Finally two new features have been added to the cars: an adrenaline feature that slows down time, and a limited supply of short-range missiles.

Different modes are available, such as a mode where the trailing car attempts to ram the leading car, or a normal racing mode.



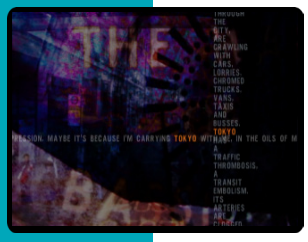
Wordimagesoundplay

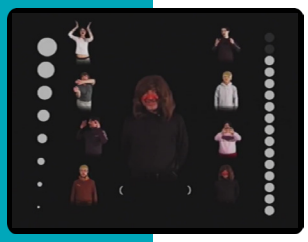
Developer	Tomato
Publisher	Sony Music
Release date	(jp) March 10, 2004
Genre	Miscellaneous
Mode	1 Player

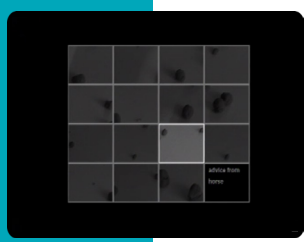
Wordimagesoundplay is not really a game, but an art project released by tomato for the PS2. This obscurity not only remained unpublished outside of Japan but was also distributed in limited quantities – a few thousand – in the only country it was available.

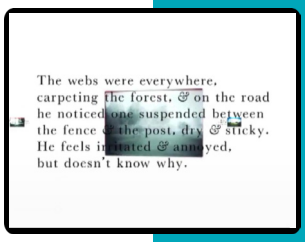
While the game is Japan-only, its developer – called tomato – is actually British. It's not a video game studio; rather, it's an art collective founded in 1991 that comprises artists, designers, musicians and writers who dabble in different domains of the digital world, either for artistic expression or commercial creation. They have taken part in a lot of exhibitions and have produced a substantial amount of short films. The collective is also intrinsically connected to a music act – Underworld, a progressive electronics group, which was actually responsible for wordimagesoundplay's soundtrack along with the now-defunct downtempo band Johnny Conquest. The members of this group, Karl Hyde and Rick Smith happen to be the founders of tomato.

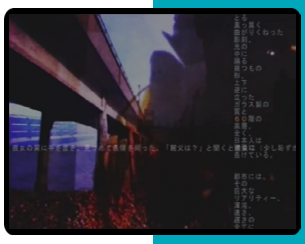
This software is made up of four main parts: Miracles & Wonders - a story is told in a three-dimensional space, which can be traversed infinitely. The music is a collection of remixed Underworld tracks, lasting more than 20 minutes.
Sleeping eye - find the hidden links between 15 different compositions. Graphics and sound provided by Tomato.
LatLongStories - two separate stories are told on the screen, one vertically, and one horizontally (representing latitude and longitude). The stories merge together and the intersection becomes a hyperlink.
phonology - eight people appear on the screen and each one can be used as a channel of sound. The people are all members of Tomato, performing strange actions while a sound is played. This creates amusing visuals with a surreal soundtrack.

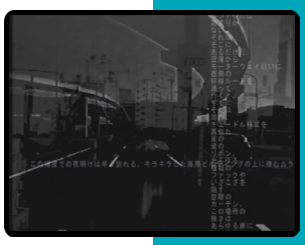


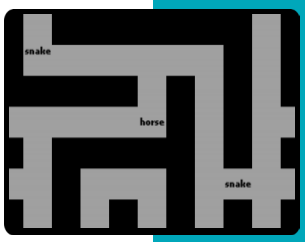






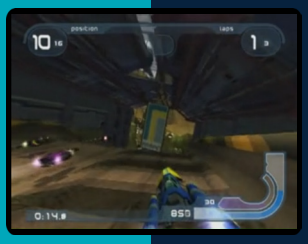






Wipeout Fusion

8.3



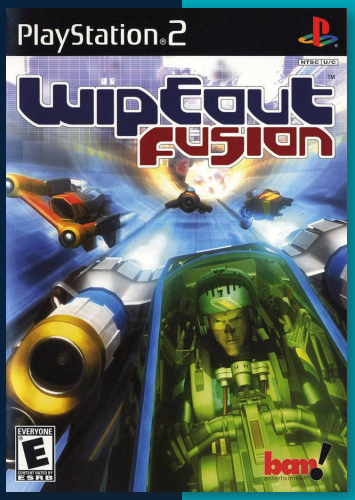
Developer	Studio Liverpool
Publisher	SCEE, (eu) Bam! Entertainment
Release date	(eu) February 8, 2002
Genre	Racing
Mode	1-2 Players

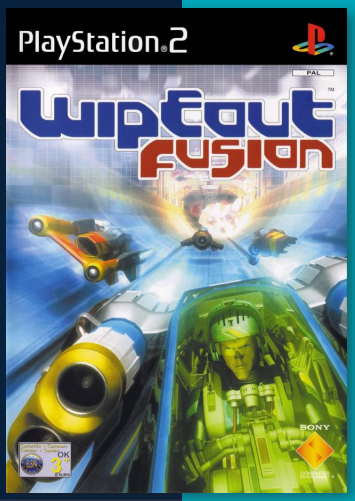
Wipeout Fusion (stylised as wipEout fusion) is the fifth instalment in the futuristic racing game series. It was also the first Wipeout game to be published on the PlayStation 2.

Wipeout Fusion is set in 2160 and revolves around players competing in the F9000 anti-gravity racing league. Players control anti-gravity ships owned by large racing corporations (collectively referred to as "teams"). Overall, the game contains 45 race tracks, 32 ship models, and 26 weapons. There are eight teams in Wipeout Fusion, each having a lead pilot and second pilot – players can choose which pilot and team they want to use before a race. Each ship has its characteristics; depending on the team selected, a ship will vary in terms of speed, acceleration, manoeuvrability, and shield strength.

The game has four race modes. Arcade mode involves a standard single race, in which the player must race against opponents and finish first to earn a gold medal; securing second or third place will reward the player with a silver or bronze medal, respectively. The AG League contains ten tournaments; each tournament has four races with sixteen competitors. Money is awarded at the end of each tournament as a result of time, damage, and skill bonuses. Players can use money to upgrade the appearance or performance of their ships. The other two race modes are "Zone" mode, which revolves around survival as the player's ship automatically accelerates to extreme speeds; and time trial mode, where the player may record best lap times.

In addition, the game features a variety of weapons which can be utilised to destroy other opponents or for self-defence. Offensive weapons include rockets, plasma bolts, missiles, and grenades, whilst defensive weapons range from deployable mines to energy shields. Every ship is also equipped with a standard energy shield which will protect the player from damage caused by collisions or weapons fire. If a shield runs out, the ship will explode and the player in question will be eliminated from the race.





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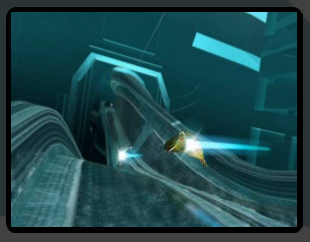
Wipeout Pulse

Developer	Studio Liverpool, Spiral House
Publisher	SCEE
Release date	(eu) June 19, 2009
Genre	Racing
Mode	1-2 Players



Wipeout Pulse (stylised as wipEout pulse) is the seventh instalment of the Wipeout series and is set in 2207, ten years after the events of Wipeout Pure.

As with its predecessor, the game revolves around players competing in the FX400 anti-gravity racing league. Players pilot anti-gravity ships owned by racing corporations. There are eight teams in Wipeout Pulse, with one ship available for each – although the player will have the ability to change the appearance of their ships. Each ship has different characteristics; depending on the team chosen, its ship will vary in terms of handling, speed, acceleration and shield strength.

Every ship is equipped with an energy shield which will protect the player from damage sustained from weapons fire or colliding with walls, although energy is taken away if this happens. In addition, the player's ship is equipped with air brakes which can be used for manoeuvring through difficult corners at high speed. The game features a number of weapons which can be utilised to destroy other opponents or for self-defence. Defensive weapons range from shields—which make the player's ship invulnerable to damage for a short period—to land mines and stationary bombs. Offensive weaponry vary from machine guns, missiles, plasma bolts, and a "quake" – which comes in the form of a devastating earthquake that will damage all opponents.

The campaign mode features sixteen grids divided into cells, each containing a separate event which will vary from ordinary races to tournaments. Once the player finishes the event in a single cell, they will earn "completion points" needed to progress to the next grid. Clearing a cell will unlock additional cells adjoining it. Returning game modes from Wipeout Pure includes single races, tournaments, time trials, and the "Zone" mode, which involves the player's ship automatically accelerating to extreme speeds. A returning game mode from Wipeout 3 is "Eliminator", which revolves around a group of competitors attempting to destroy each other the quickest in a set amount of time.

While the game only ships with twelve tracks, these can be driven both forward and backwards; the race's direction is marked by the suffix "White" or "Black" on the race's title (i.e. "Talon's Junction White") and may show subtle variations depending on which way they are driven.

Players are rewarded for using the same team's ship over and over via a "Loyalty" system which unlocks new ship skins.

Wipeout Pulse was developed by Sony Studio Liverpool (formerly known as Psygnosis). Colin Berry, the lead designer of the game, stated in an interview that the team had received a lot of positive feedback from Wipeout Pure, and was willing to use parts of the feedback to *"help shape some elements of Pulse"*. According to Berry, some people had felt that the previous game was too difficult; the ships were considered too fast and the AI too advanced, whereas others

thought that the game was too easy and they wanted *"something more challenging to keep them coming back"*. The development team also took steps to decrease the feeling of repetition, which was often cited as one of the main complaints of Wipeout Pure. In addition, the team altered the game's difficulty settings so that players were given the choice to change the speed of the game at any time, in the event that they *"got stuck"*. Reflecting on this, Berry said: *"We want the people who buy it, to see all the game, we do not want to lock them out"*.

During development, the team decided early on to focus on creating new content rather than bringing back old race tracks which were featured in previous Wipeout games. Berry stated that by the end of Wipeout Pure, Sony Studio Liverpool had designed almost 100 tracks as potentials to include in subsequent games, although the team were only satisfied with 32 of them. The remainder of the tracks were either disregarded or amalgamated into other games. Berry reflected that the tracks using the same 3D computer graphics software as its predecessor meant that certain repetition appeared and caused the team to *"dry up on ideas"*. The developers recognised that track design was an important aspect to the game, and also accepted the difficulty in designing a track that is both memorable and enjoyable. Berry felt concerned that the team were starting to repeat design features, and thus decided to create new variables to the track design: as a result of this, the team conceptualised the *"mag strip"* – a section of a track which would feature artificial gravity so that a player could safely circumnavigate loops, steep slopes, and upside down sections.

The game features sixteen licensed music tracks in addition to customisable soundtracks from techno artists, including Aphex Twin, Kraftwerk, DJ Fresh, and Skream.

The game received positive reviews upon release. Critics unanimously praised the game's visuals and presentation. Jeff Haynes of IGN stated that the game was *"Wipeout at its purest"*, praising the visual presentation of the courses, cities, and other environments. Gabe Graziani of GameSpy thought the graphics were beautiful and also commended the design of the tracks. Eduardo Zacarias of GameZone stated that Wipeout Pulse was a *"very visually pleasing game with some solid visual effects"*, and also praised the detailed tracks and ships. A reviewer from Game Revolution considered the game's level of detail to the tracks and smooth framerate to be *"staggering"* on a handheld. The reviewer also praised the *"meticulously constructed"* backdrops and *"incredibly styled"* presentation. Guy Cocker of GameSpot said that the visuals were *"superb"*, though he thought that many aspects were similar to its predecessor, Wipeout Pure. A reviewer from Edge described the visuals as *"even smoother, brighter, and sharper than Pure's"*.

The various aspects of gameplay were mostly praised, although some reviewers criticised the game's repetitiveness and difficulty. Tom Bradwell from Eurogamer praised the new *"Elimination"* mode, stating that it was initially *"alarming"* and frustrating, but admitted that it *"grows to be rather good"*. Cocker enjoyed the new tracks and the difficulty levels. Game Revolution's reviewer surmised that Wipeout Pulse was a more refined version of Wipeout Pure, stating that despite all of the solid and reliable gameplay, the game did not revolutionise the series.

Winning Post

Winning Post is a thoroughbred horse racing simulation game series from Koei Tecmo (originally Koei) debuting in 1993. The series is distinct from Koei's other horse-racing franchise, G1 Jockey, and Tecmo's Gallop Racer series.

As of 2019, the only version of the game to be released outside of Japan was the Sega Saturn port of Winning Post EX, released in North America as Winning Post. All of the other games have only been released in Japan.

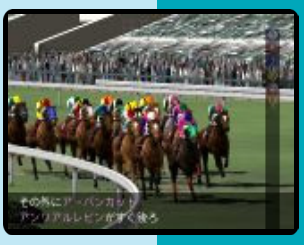
Winning Post 4 Maximum

7.3

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) September 28, 2000
Genre	Sports
Mode	1 Player

Winning Post 4 Maximum (ウイニングポスト4 マキシマム) is the sequel to Winning Post 3. This game introduced a more advanced AI where horses would cut each other off in races. Players could also import mares from overseas, giving players a more breeding combinations when breeding horses.

Players can also take part in overseas championships.



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Winning Post 4 Maximum 2001

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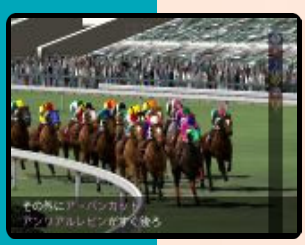

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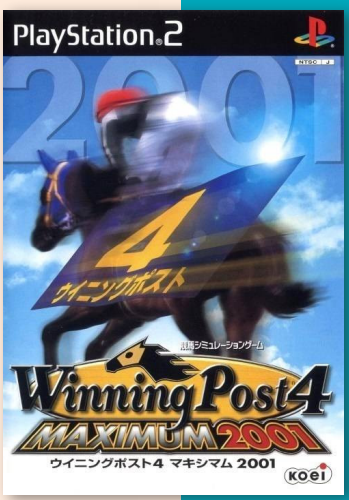
Developer	Koei, Inis
Publisher	Koei
Release date	(jp) March 22, 2001
Genre	Sports
Mode	1 Player

Winning Post 4 Maximum 2001 (ウイニングポスト4 マキシマム 2001) is a update to Winning Post 4 Maximum and was developed by Inis and published by Koei, which was released in Japan in 2001.

The game is similar to the prequel but updated with stats from the 2001 program.



Winning Post 5

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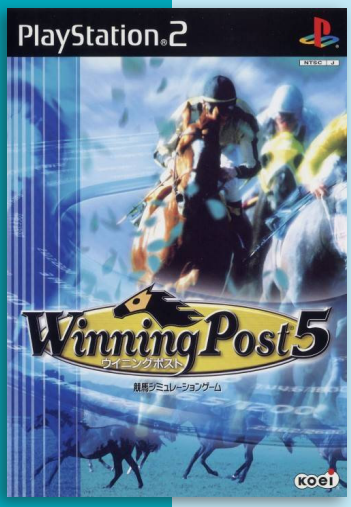


Developer	Koei, Inis
Publisher	Koei
Release date	(jp) December 22, 2001
Genre	Sports
Mode	1 Player

The main game mode in Winning Post 5 let players compete against rival horse owners. Players will have to go against different owners, who each have their own algorithms tailored to their policies and preferences. There are those who actively take in horses from abroad, or buy foals from champion parents, and those who breed up a lineage of champions, are just some of the ten characters that players compete against in the game.

J

Winning Post 5 Maximum 2002

8.2

J

Developer	Koei
Publisher	Koei
Release date	(jp) September 19, 2002
Genre	Sports
Mode	1 Player

Maximum 2002 is an updated annual release of Winning Post 5, which includes complete race programs, jockey rosters, and horse data for the 2002 race season.

Also included are a comprehensive edit mode for both jockeys and horses, the ability to race against famous historic champions, and the new option to choose from three difficulty levels.

"mobygames.com"

Winning Post 5 Maximum 2003

7.0

Developer	Koei
Publisher	Koei
Release date	(jp) May 29, 2003
Genre	Sports
Mode	1 Player

Maximum 2003 is an updated release of Winning Post 5, featuring race programs and rosters updated for the 2003 race season.

Compared to the previous edition, the jockey training system has been modified to add additional options, and two more additional difficulty levels have been added.

"mobygames.com"

J

Winning Post 6

8.4

Developer	Koei
Publisher	Koei
Release date	(jp) August 28, 2003
Genre	Sports
Mode	1 Player

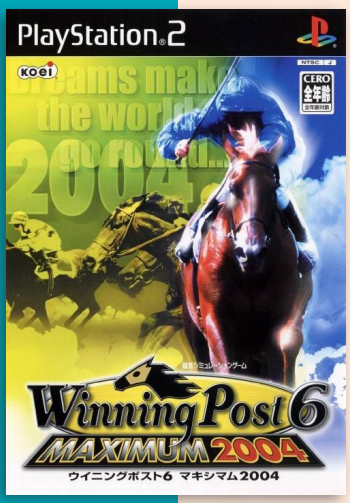
Winning Post 6 is the 6th numerical release in Koei's horse racing simulation series. The game was developed and published by Koei, and released in Japan for the PS2 on August 28, 2003.

An enhanced PC port of the game, which includes a "power-up kit", was also released in Japan on November 21, 2003.

"giantbomb.com"

Winning Post 6 Maximum 2004

7.4



Developer	Koei
Publisher	Koei
Release date	(jp) May 20, 2004
Genre	Sports
Mode	1 Player

Winning Post 6 Maximum 2004 is a upgrade to Winning Post 6, featuring 2005 race and team data.

Players can import data from the previous installment in the series, access a libary of more than 150 real horses, create new horse types, engage in versus races, competitions, and an enhanced Series Mode.

"ign.com"

Winning Post 6: 2005 Nendoban

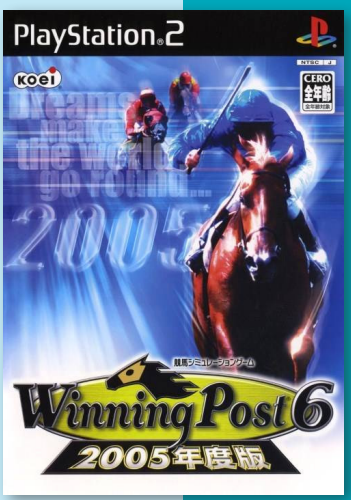
7.8

Developer	Koei
Publisher	Koei
Release date	(jp) February 24, 2005
Genre	Sports
Mode	1 Player

Winning Post 6: 2005 Nendoban (ウイニングポスト6 2005年度版) is a Winning Post 6 Maximum 2004. The game feature a more advanced races than it's previous release with a higher degree of rotation algorithm.

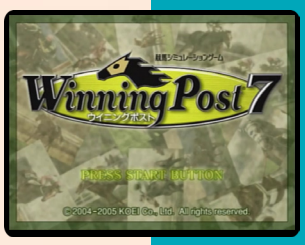
Both horses and it's trainers also age over time, making the game more strategic.

The game correspond to the race data from 2005.



Winning Post 7

8.0



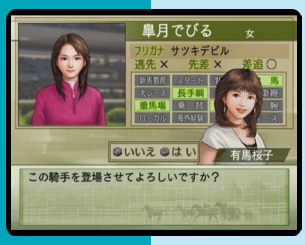
Developer	Koei
Publisher	Koei
Release date	(jp) August 25, 2005
Genre	Sports
Mode	1 Player

Winning Post 7 continues the tradition of simulation titles in which players raise a derby stallion. Offering a look at recent racing history, the game starts off in 1984, twenty-one years before Symboli Rudolf became the current racing sensation that he is. A number of real horses appear for the first time in a videogame with this title. The game is up to date with stats for the year 2005.

"ign.com"

J

Winning Post 7 Maximum 2006



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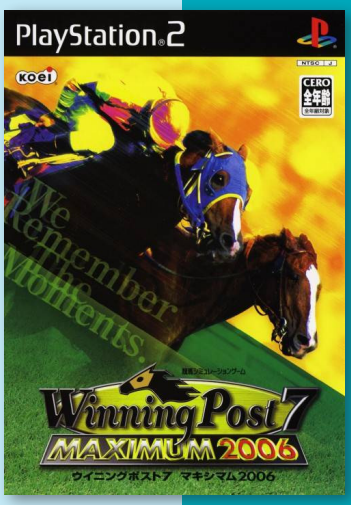
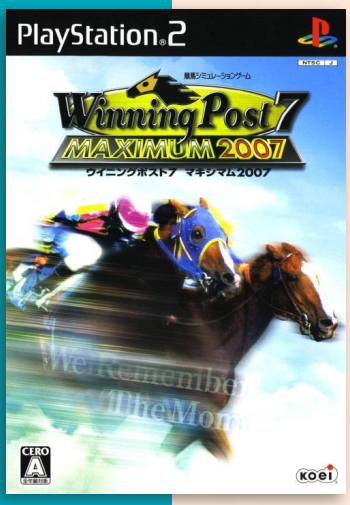
Developer	Koei
Publisher	Koei
Release date	(jp) March 16, 2006
Genre	Sports
Mode	1 Player

Winning Post 7 Maximum 2006 (ウイニングポスト 7 マキシマム 2006) is equipped with the 2006 JRA horse racing data that includes information on existing racehorses, jockeys, trainers, stallions and breeding mares.

The game includes real racehorses, early stallions, and editing functions for people (jockeys, trainers, owners and pastures).



Winning Post 7 Maximum 2007



Developer	Koei
Publisher	Koei
Release date	(jp) March 29, 2007
Genre	Sports
Mode	1 Player

Winning Post 7 Maximum 2007 was the first of Koei's horse racing series for the PS3. The Maximum 2007 update to Winning Post 7 adds 2007 stats, including the year 2007 JRA racing program. It also includes the Summer Sprint Series, Summer 2000 Series, and overseas racing series like the Asia Mile Challenge and the Global Sprint Challenge. The update also adds a new race course.

J

8.4

Winning Post 7 Maximum 2008

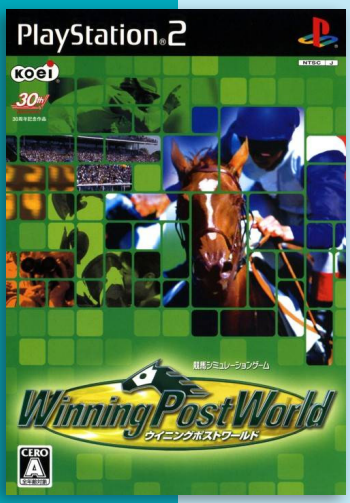
J

Developer	Koei
Publisher	Koei
Release date	(jp) March 13, 2008
Genre	Sports
Mode	1 Player

Winning Post 7 Maximum 2008 (ウイニングポスト7 マキシマム2008) is a multiplatform horse racing simulator published by Koei for the PS2, PS3, Wii and Windows.

The game is a continuation of the Winning Post 7, but includes the latest data and various updates. The game includes different championships such as the G1 victory in Japan and overseas races.

Winning Post World



Developer	Koei
Publisher	Koei
Release date	(jp) April 2, 2009
Genre	Sports
Mode	1 Player

Winning Post World is another game in the series, but without the numbering attached to the title. The game is basically divided into two game modes; Scenario mode, where players chooses a occupation, from horse owner, trainer and jockey, and experience different game modes compared to what occupation they choose. In World mode, players choose a character and play in a scenario mode.

J

4.6

Winning Post World 2010

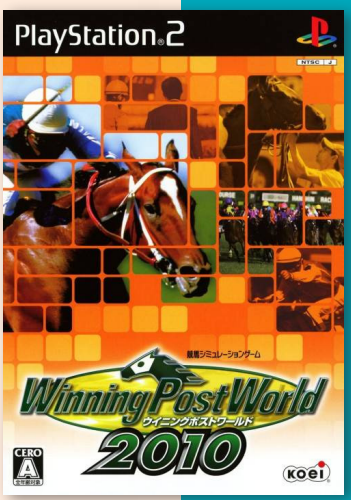
J

Developer	Koei
Publisher	Koei
Release date	(jp) April 2, 2010
Genre	Sports
Mode	1 Player

Winning Post World 2010 (ウイニングポストワールド 2010) is a part of the long running Winning Post series. It is the fifteenth game in the Winning Post series and the second game in the Winning Post World sub-series.

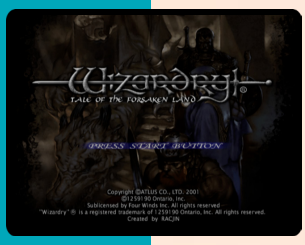
Developed and published by Koei, Winning Post World 2010 was released in Japan for the PS2, PS3, PC, Xbox 360, and Wii.

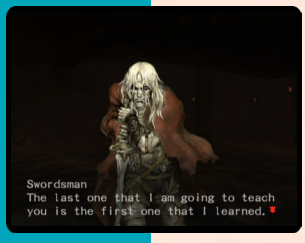
"giantbomb.com"



Wizardry: Tale of the Forsaken Land

7.0





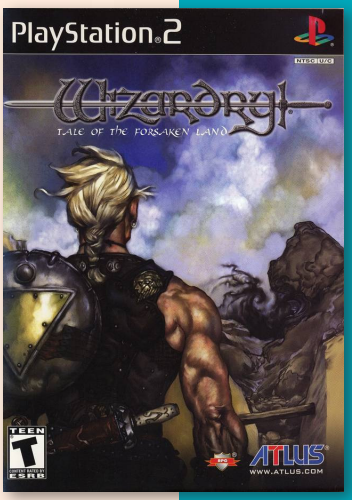
Developer	Racjin
Publisher	Atlus, (eu) Ubisoft
Release date	(jp) November 15, 2001
Genre	Role-playing
Mode	1 Player

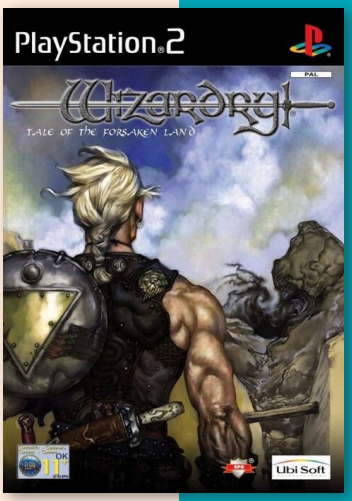
Wizardry: Tale of the Forsaken Land is a PS2 role-playing game and a spin-off of the Wizardry series. It was released in Japan under the title Busin: Wizardry Alternative.

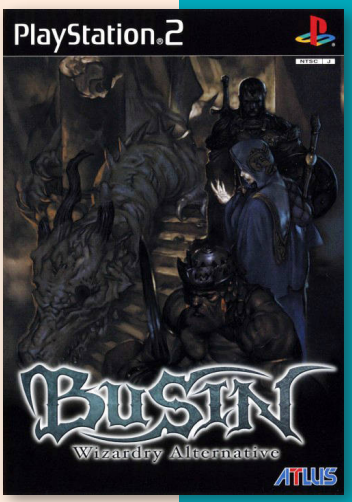
Tale of the Forsaken Land takes place in the kingdom of Duhan, which was recently struck by a disaster known as The Flash. The Flash not only killed thousands, but also left Duhan in a state of perpetual cold, and separated from the outside world. On the outskirts of town lies the Labyrinth of Duhan, which the player-created protagonist must explore, whether for treasure, the truth about his own past, or for the kingdom.

Despite its Japanese origins, Tale of the Forsaken Land is very similar to early Wizardry games. Like the other games in the series, it uses a first person perspective. Other elements such as classes, races, class changes, and magic resembling Wizardry I-V are implemented as well. The classes, Warrior, Priest, Thief, Sorcerer, Bishop, Samurai, Knight, and Ninja, all have initial requirements that must be met in order to choose them, such as attributes and alignment, making some classes possible only after one has gained enough experience in the dungeon. Thieves can unlock chests and disarm traps, which is done by participating in a mini-game that involves repeating a pattern of buttons within a time limit.

The game's environments consist of the town, where the player can recruit characters into the party, rest and buy supplies, and the vast maze-like 3D dungeon. The bulk of the gameplay is dedicated to exploring dungeons, trying to find the right way through the maze, collecting treasure, triggering scenes, and fighting enemies in turn-based combat. The environments are varied, with NPCs spread about such that it is difficult to get lost in the earlier levels. There is an automap and plenty of transfer potions that one can buy, ensuring that after the first few hours, the player will have the ability to come and go from the Labyrinth with relative ease.



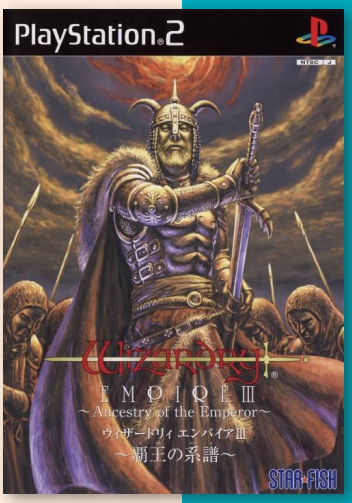


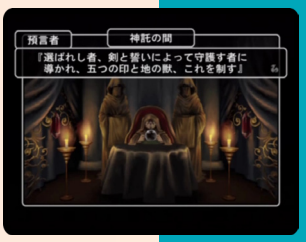


J N P

Wizardry Empire III: Haoh no Keifu

7.2





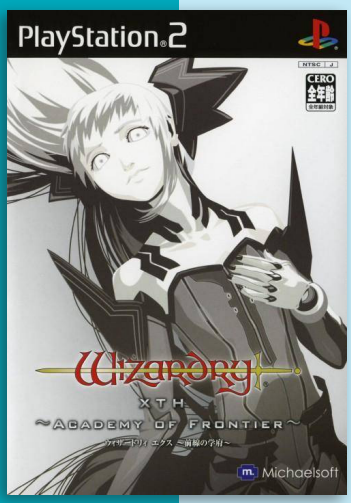
Developer	Starfish
Publisher	Starfish
Release date	(jp) December 25, 2003
Genre	Role-playing
Mode	1 Player

The story Wizardry Empire III revolve around three countries that are prosperous until an assault by three demon lords throws everything into precarious balance. A party of warriors is summoned to set things right by toppling the demonic hordes.

The game may be played with standard PS2-powered graphics but can also be played in wireframe mode where the dungeons are represented by white lines on a black background and nothing else - just like in the first games. Old and familiar monsters return along with 40 new creatures.

"ign.com"

Wizardry X: Zensen no Gakufu



7.3

Developer	MichaelSoft
Publisher	MichaelSoft
Release date	(jp) February 24, 2005
Genre	Role-playing
Mode	1 Player

Wizardry Xth: Academy of Frontier is a spin-off of the Wizardry series and a prequel to Wizardry X 2: Mugen no Gakuto.

Taking place in a military school in Europe, the player is cast into the role of a student, who'll have to battle demons through randomly-generated dungeon levels along with fellow students as part of their training. The party, of maximum six students, can be formed from a variety of 10 races, 15 professions and a few alignments; certain traits will influence the party's stats and abilities through a compatibility system.

The battles, in Wizardry fashion, are turn-based, but make use of a time system, where enemies change between elemental forms as time progresses.

When not crawling through dungeons, the party will visit the school grounds, each are of the school providing some form of assistance. Also here, useless items found in the dungeons can be synthesized and recombined into new items.

Wizardry X 2: Mugen no Gakuto

8.0

Developer	MichaelSoft
Publisher	MichaelSoft
Release date	(jp) March 23, 2006
Genre	Role-playing
Mode	1 Player

Wizardry Xth: Unlimited Students is the sequel to Wizardry Xth: Academy of Frontier, refining the party compatibility system (compatibility can be improved by using certain skills during combat), as well as certain changes have been made to the item creation process and the dungeon layout.

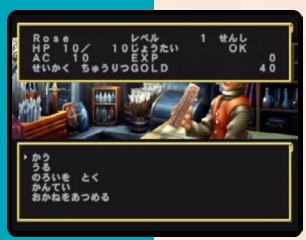
As in the previous game, the game takes place at the academy, where students from around the world hone their skills in adventuring, in order to tackle the various mazes and labyrinths which appeared in recent years. Available characters remain the same, with 10 races, 15 professions and 3 alignments.

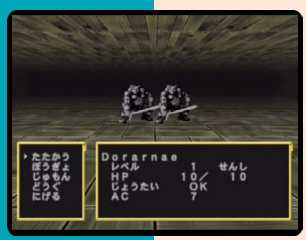
Battles are turn-based and the dungeons, as in the first game, are pre-generated, but enemies and items are randomly placed upon entering them.

"mobygames.com"

Wizardry Summoner

7.4





Developer	Taito
Publisher	Taito
Release date	(jp) April 21, 2005
Genre	Role-playing
Mode	1 Player

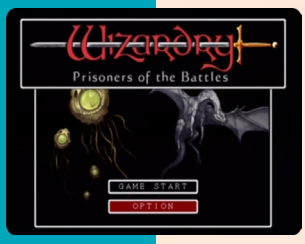
Wizardry Summoner is an Japanese only entry to the Wizardry series, originally released for the Game Boy Advance in Japan in 2001 and North America in 2003. The PS2 port was released in 2005.

The game took a different approach from its forerunners, presenting players with a number of 3D dungeons to navigate and conquer in order to obtain the Forbidden Book. The reason for this quest was purely monetary; the king of Ossakaputisu was offering a hefty reward for the return of the artifact. Many adventurers had come from all the corners of the planet in an attempt to locate the Book; none had returned from this venture.

In the game, players assemble a team of six party members to explore multi-floored 3D dungeons and take part in menu-based battles.

5.4

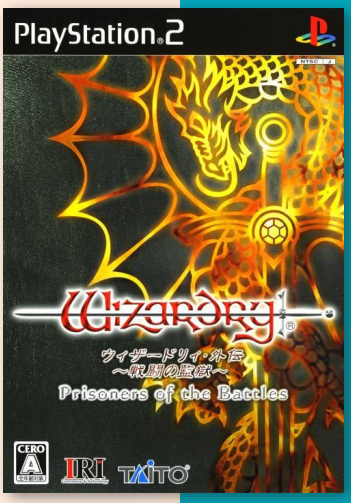
Wizardry Gaiden: Sentou no Kangoku - Prisoners of the Battles



Developer	Taito
Publisher	Taito
Release date	(jp) August 3, 2006
Genre	Role-playing
Mode	1 Player

Wizardry Gaiden: Sentō no Kangoku: Prisoners of the Battles (ウィザードリィ外伝 戦闘の監獄) is a spin-off of the Wizardry series. The game return to the core rules of series with simple, but deep gameplay.

The game was later relased on the iOS and Android platforms.



Will O' Wisp

5.4

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) September 6, 2007
Genre	Visual novel
Mode	1 Player

The game is set in 19th century London, where there are dollmakers who can make sophisticated, human like dolls who talk and have feelings. The protagonist, Hanna, is a dollmaker in training who can see and hear things no one else can. When her guardian dies, she sees this as a chance to sneak into his private chambers and look around. The story begins after finding a secret coffin with a sleeping doll inside.

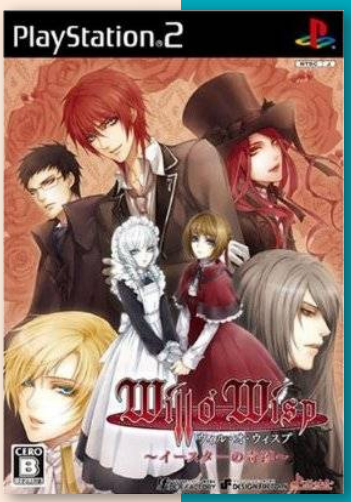
4.9

Will O' Wisp: Easter no Kiseki

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 9, 2008
Genre	Visual novel
Mode	1 Player

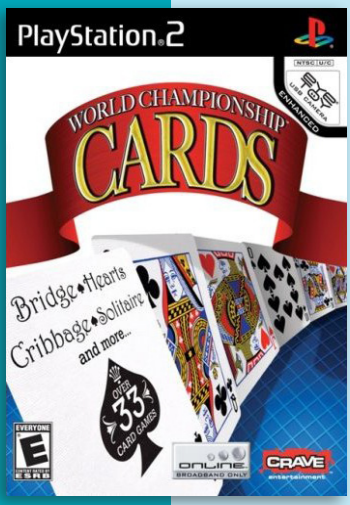
Easter no Kiseki is a sequal to the previous game. The game play similar with the only difference is that players can now date Emily and there's a secret character.

Easter no Kiseki plays just like the prequel. Players talk with characters and pick a dialog answer when they are prompted, with the option of becoming romantically involved with one of the characters in the game.



World Championship Cards

3.4



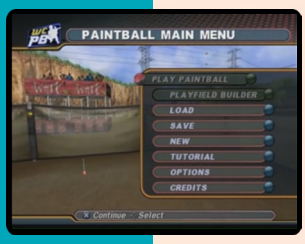
Developer	Crave
Publisher	Crave
Release date	(eu) September 7, 2007
Genre	Cards
Mode	1 (-8) Player(s)

World Championship Cards features over 30 different varieties of classic card games including Bridge, Gin Rummy, Solitaire, Cribbage, Hearts, Spades, Crazy 8's and more. The game also includes a create-a-character mode that allows variations of personalities, skin tone, hair, clothing and hats to choose from. The multiplayer capabilities allowed up to 8 players to challenge others online.

N P

World Championship Paintball

2.5

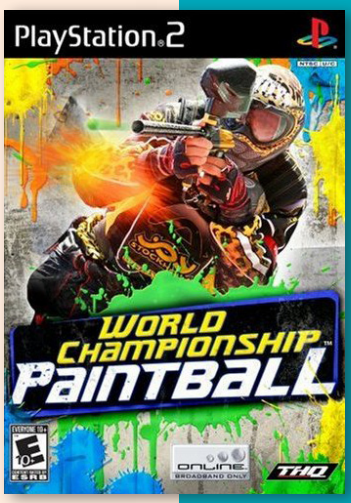


N

Developer	Coresoft
Publisher	THQ
Release date	(us) January 7, 2008
Genre	First-person shooter, Sports
Mode	1-2 (10) Players

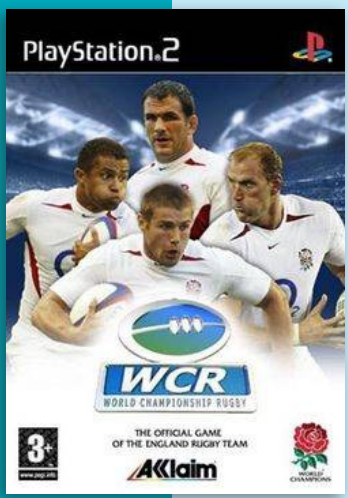
In this paintball game, players can take part in 6 different styles on over 20 different fields, or use the Playfield builder to continually generate new fields.

Players could also play in an online multiplayer mode with teammates and opponents from other parts of the world. The online mode featured leader-board and voice chat support.



World Championship Rugby

7.0



Developer	Swordfish Studios
Publisher	Acclaim
Release date	(eu) September 2004
Genre	Sports
Mode	1-2 (4) Players

WCR: World Championship Rugby is an action-oriented translation of the rugby sport. Playing modes are single matches or a world cup championship using one of the 20 teams which participated in the 2003 World Cup.

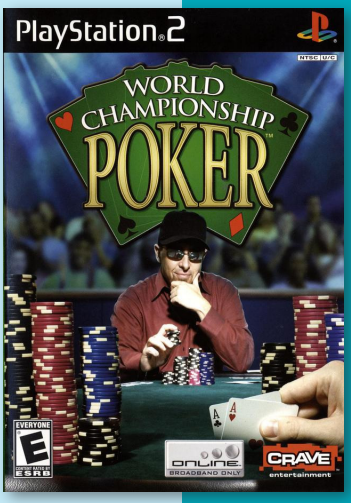
The game also features most of the official rugby rules, the original names for the teams of England and Wales and commentary by Miles Harrison and Stuart Barnes.

P

World Championship Poker

6.0

Developer	Coresoft
Publisher	Play It!, System 3, (us) Crave
Release date	(us) November 18, 2004
Genre	Cards
Mode	1 (-6) Player(s)

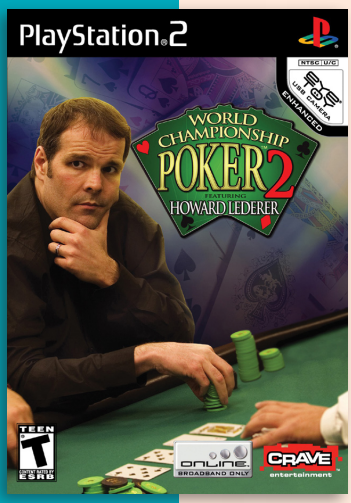


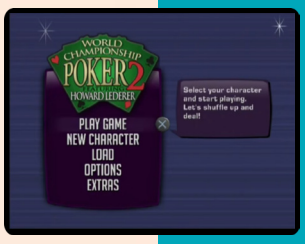
World Championship Poker is a poker simulation featuring twelve types of poker (Texas Hold'em, Omaha, Pineapple, Crazy Pineapple, Tahoe, Double Flop Hold'em, Super Hold'em, Five-Card Draw, Seven-Card Stud, Triple Draw, Billabong Poker, and Shanghai).

In addition, the game features the ability to create a custom character, by adjusting the appearance of various features.

World Championship Poker 2: Featuring Howard Lederer

6.7





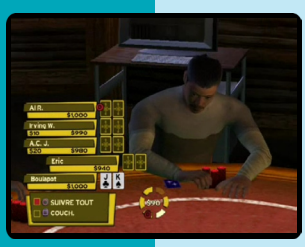
Developer	Point of View
Publisher	Crave, (eu) Oxygen Interactive
Release date	(us) November 8, 2005
Genre	Cards
Mode	1 (-8) Player(s)

The sequel to World Championship Poker was released a year later and improved upon some of the criticism found in the previous version. The game feature fourteen types of poker, including Texas Hold'em, Five Card Draw, Seven Card Stud and Pineapple.

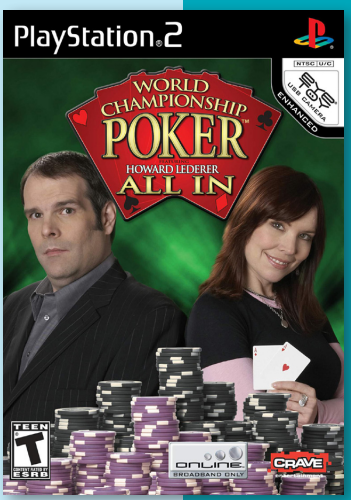
Using WiFi, players can use the PSP version to play against PS2 players.

World Championship Poker: Featuring Howard Lederer - All In

5.3



Developer	Point of View
Publisher	Crave, (eu) Oxygen Interactive, (au) 505 Games
Release date	(us) August 29, 2006
Genre	Cards
Mode	1 (-8) Player(s)

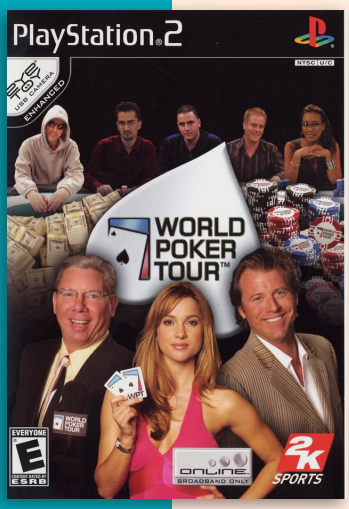


This is the third game in the series. It feature 19 poker variations from Texas Hold'em and Five-Card Stud to Deuce-to-Seven Triple Draw and Razz, including six new themed poker environments.

Reviews for the game were mediocre, receiving an overall score that was lower than its predecessors.

World Poker Tour

6.0



Developer	Coresoft
Publisher	2K Sports
Release date	(us) October 18, 2005
Genre	Cards
Mode	1 (-6) Player(s)

World Poker Tour is a Poker tournament game with six tour-exclusive casinos to choose from. It also feature the possibility to create custom poker games with editor or choose from 15 different community poker game types.

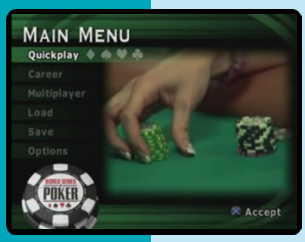
Players can either play against 1000 different AI characters or go on-line and battle other players.

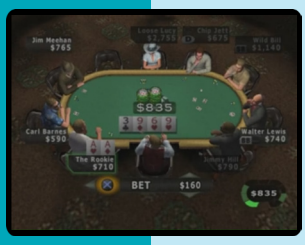
"mobygames.com"

N P

World Series of Poker

4.6



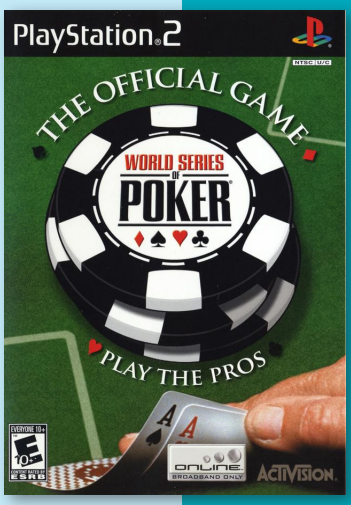


N P

Developer	Activision
Publisher	Activision
Release date	(us) August 31, 2005
Genre	Cards
Mode	1 (-9) Player(s)

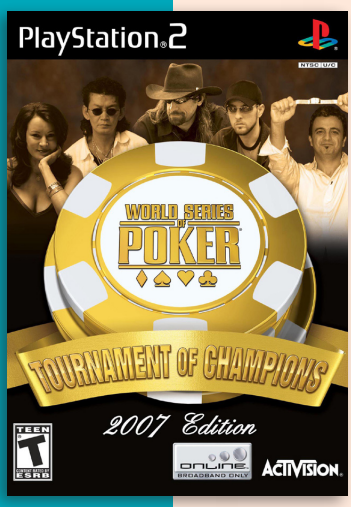
The official game of the premier poker tournament, World Series Of Poker allows players to take on different poker players in 26 different poker games.

During tournaments, players take part in several tables en route to the final table. Each table consists of 8 players that are automatically replenished with new players when numbers dwindle, all the way down to the final table.



World Series of Poker: Tournament of Champions

6.8



Developer	Activision
Publisher	Activision
Release date	(us) September 21, 2006
Genre	Cards
Mode	1 (-8) Player(s)

The second installment in the series takes a story-based approach, as players are guided through the circuit under the tutelage of a renowned professional poker player, Chris Ferguson. Players can test their Hold'em skills against over 30 professional players, competing in circuit events to qualify for the Tournament of Champions at the Rio Resort in Las Vegas.

N P

8.2

World Series of Poker 2008: Battle for the Bracelets

N P

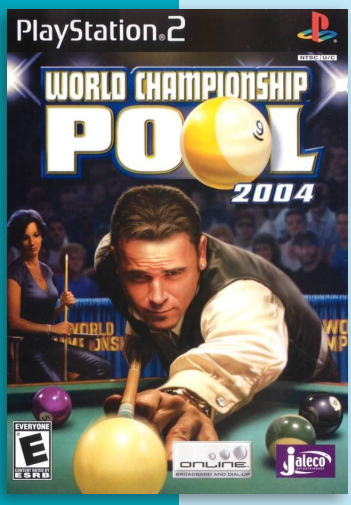
Developer	Left Field Productions
Publisher	Activision
Release date	(us) September 25, 2007
Genre	Cards
Mode	1 (-9) Player(s)

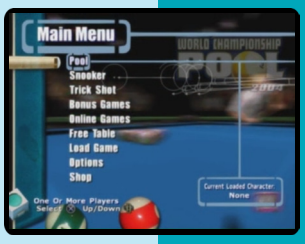
Poker star Phil Hellmuth headlines this game along with 32 other famous pros including Mike Matusow, Annie Duke and Clonie Gowen.

Texas Hold'em, Omaha, Seven Card Stud, and Razz are featured in all World Series of Poker events, including the cash games. This game also features a custom Create-a-Player, and interactive tutorials by Phil Hellmuth.

World Championship Pool 2004

6.0





N P

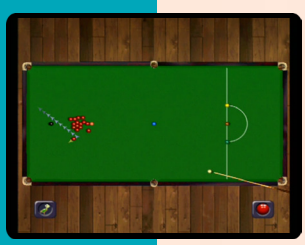
Developer	Blade Interactive
Publisher	Jaleco Entertainment
Release date	(us) April 27, 2004
Genre	Sports
Mode	1-2 (8) Players

World Championship Pool 2004 is a pool game similar to the World Championship Snooker series and working under the same engine.

Both single-player and multiplayer gameplay are available, with six different play modes to choose from. It is possible to compete against real-world pool players, or create custom players to take through the tournament. Also included are offbeat bonus games such as Minefield.

7.5

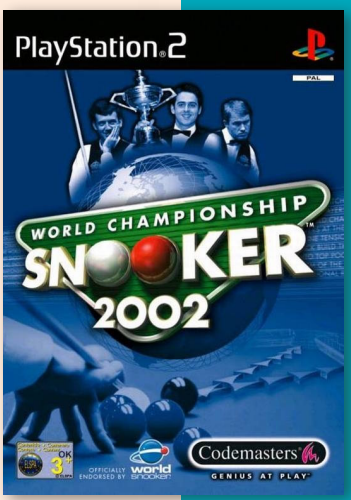
World Championship Snooker 2002



P

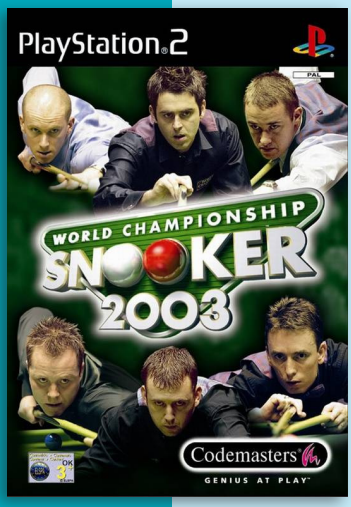
Developer	Codemasters
Publisher	Codemasters
Release date	(eu) September 28, 2001
Genre	Sports
Mode	1-2 (16) Players

The game features a career mode, quick start, single match, tournament, and a special mode that adds new rules to the game. The career mode starts with a training that explains all the basics. Players can turn on a variety of aiming guides that let them view what way they are aiming and where the balls will bounce.



World Championship Snooker 2003

7.1



Developer	Blade Interactive
Publisher	Codemasters
Release date	(eu) June 27, 2003
Genre	Sports
Mode	1-2 (16) Players

The 2003 edition features more than 25 professional players, including every world champion from the last 11 years. Players can create their own characters and compete in all the major tournaments in Career Mode, earning ranking points and unlocking new features as they progress. It is also possible to play 8 or 9-ball Pool, a Coaching Mode, mini-games, and a Trickshot Challenge.

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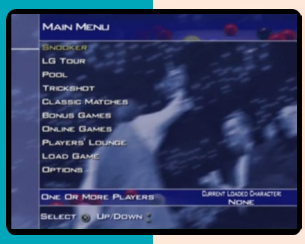
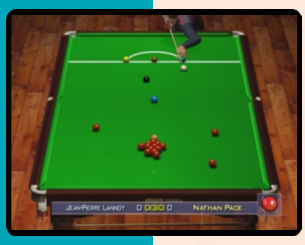
World Championship Snooker 2004

7.0



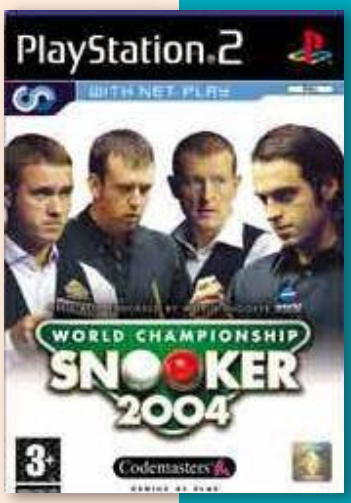


Developer	Blade Interactive
Publisher	Codemasters
Release date	(eu) June 25, 2004
Genre	Sports
Mode	1-2 Players

This edition includes over 30 snooker champions and 10 official tournaments.

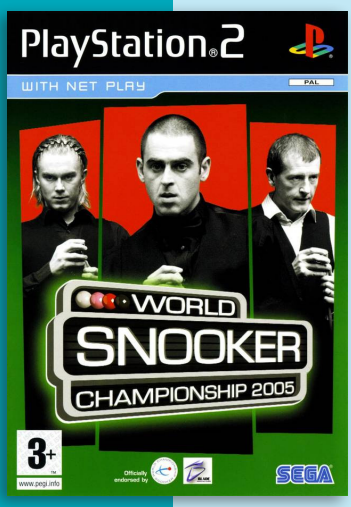
The LG Tour is the campaign of the game in which Players can create their own characters and play against different poker players with the goal of winning the championship. Also included is a tutorial which teaches players everything from the rules to the right angle for a shot.

P

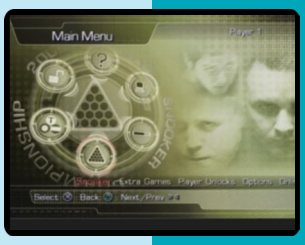


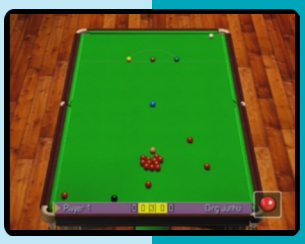
World Snooker Championship 2005

7.4



Developer	Blade Interactive
Publisher	Sega Europe, Sega
Release date	(eu) April 15, 2005
Genre	Sports
Mode	1-4 Players





Like its predecessors, it features professional players; this time the 100 top players from all over the world. Authentic locations, including the Crucible Theatre, from the 2004/2005 season are represented in the game. There are multiple game modes to play with, including an unlockable League of Champions which allows players to replay past events.

P

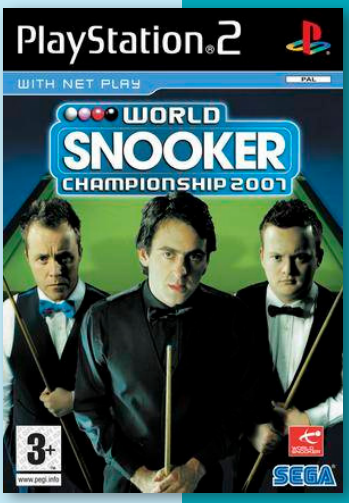
World Pool Championship 2007

P

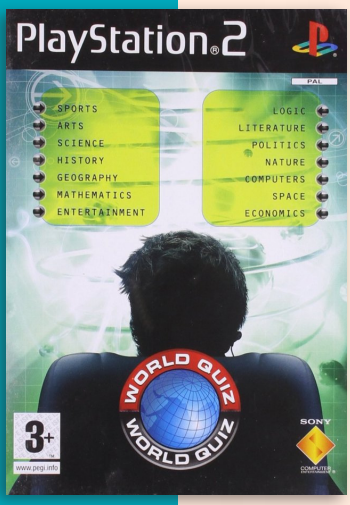
Developer	Blade Interactive
Publisher	Sega Europe, (au) THQ
Release date	(eu) January 12, 2007
Genre	Sports
Mode	1-2 Players

The game recreates 20 real-life snooker tournaments. Players can create their own character and compete against (or play as) professional snooker players such as: Shaun Murphy and Earl Strickland. Game modes include Snooker, 8 Ball, 9 Ball and Trick-shot.

This edition includes improvements on the visual aids the player can turn on. The player is now able to see where the cue ball will end up after his shot.



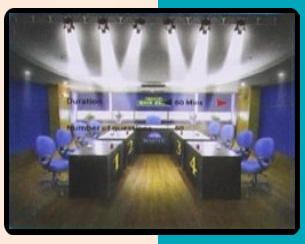
World Quiz 2009

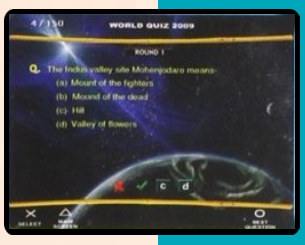


Developer	SCEE
Publisher	SCEE
Release date	(as) August 3, 2009
Genre	Trivia
Mode	1 Player

World Quiz 2009 is an Indian exclusive PS2 trivia game developed and published by Sony Computer Entertainment Europe.

The game feature different questions on several different topics, including Sports, Arts, Science, Geography, Mathematics, Politics, Economics, Indian as well as international, of contemporary as well as historical relevance.





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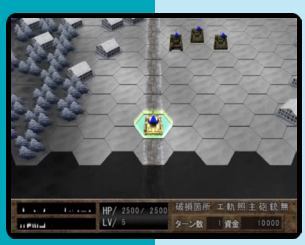
7.6

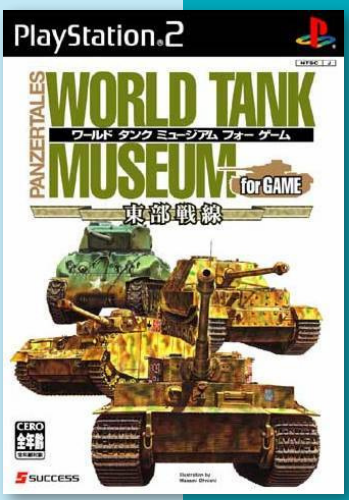
World Tank Museum For Game



J

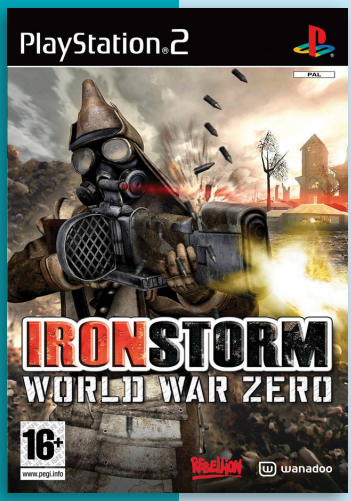
Developer	Success
Publisher	Success
Release date	(jp) December 1, 2005
Genre	Action
Mode	1 Player

Players take the role of Rudolph, a commander in the German army. Following failure at Stalingrad, he take command of the remaining German forces and face off in battle with the Russians. The game makes use of tanks pulled from the World Tank Museum line of toy tanks and offers customization options based on performance during battle. The battle system offers overhead strategy, with buildings having an effect on attack range.



World War Zero

7.1



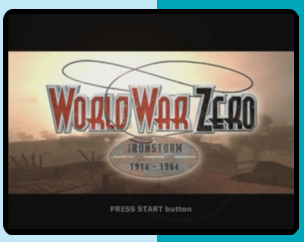
Developer	Rebellion
Publisher	Ubisoft
Release date	(eu) August 6, 2004
Genre	First-person shooter
Mode	1-2 (4) Players

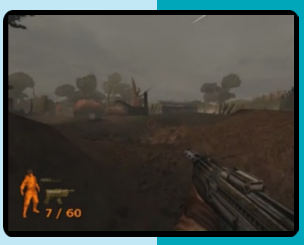
World War Zero: Iron Storm is a update of the 2002 Windows game, Iron Storm. Set in an alternate history in which World War I never ended, the game takes place in 1964, the 50th year of the war, and focuses on an Allied soldier's mission to stop the Russo-Mongolian Empire from developing nuclear weapons and his later efforts to end the war.

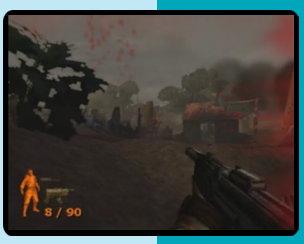
The game displays a mix between World War I siege tactics, such as trench warfare and the use of mustard gas, and some World War II-style weapons such as machine guns, mortars, tanks, and rocket launchers of that era, as well as more contemporary technology such as helicopters, wireless communication, spy satellites, anti-personnel mines, and unmanned turrets.

The player character cannot take much damage before dying, and there are many enemies equipped with powerful weapons such as sniper rifles or anti-tank rifles.

While few things were added to the actual gameplay on the PS2 version, the graphics were updated and many bugs from the PC version were fixed, and some new weapons were introduced, such as the flamethrower and the minigun. The PS2 version was ported back to the PC in 2005 as World War Zero.







P

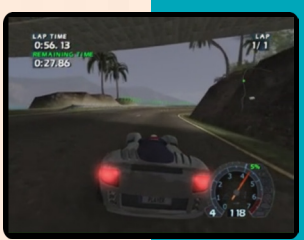
World Racing 2

7.2

Developer	Synetic
Publisher	Synetic
Release date	(eu) January 27, 2006
Genre	Racing
Mode	1-2 Players

Compared to its predecessor, Mercedes-Benz World Racing, where players could only drive different Mercedes Benz cars, this sequel allows them to control over 90 different cars from 17 different manufacturers.

The core of the game is the career-mode with 120 races which take players all around the globe, from Italy to Florida, where players can earn their 'Speedbucks' to buy new cars and tuning options.



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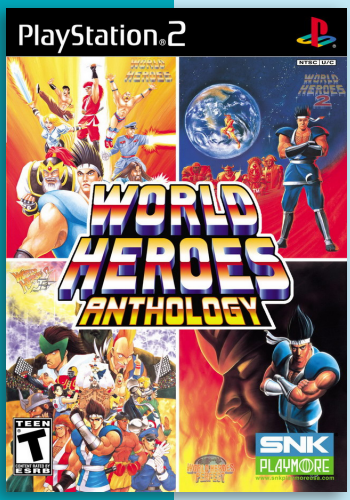
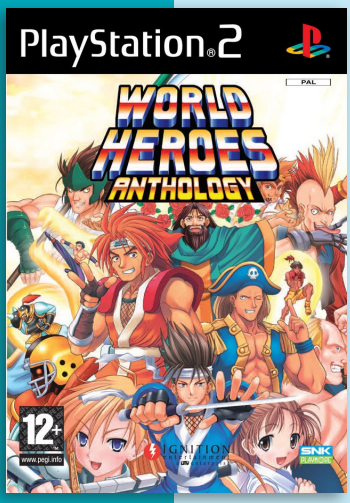
World Heroes Anthology

5.3





J N P

Developer	SNK Playmore
Publisher	SNK Playmore, (au, eu) Ignition Entertainment
Release date	(jp) October 18, 2007
Genre	Compilation, Fighting
Mode	1-2 Players

World Heroes Anthology is a game compilation, which includes all four games from ADK's World Heroes series, which were a part of the early Neo Geo titles from SNK. The four games presented here World Heroes, World Heroes 2, World Heroes 2 Jet, and World Heroes Perfect.

The main storyline is based around Dr. Brown who has created a time machine able to bring together fighters from various times in history, with the goal of determining the greatest fighter of all time. As the games focus on different time frames throughout history, most of its characters are based on real people.

World Heroes was first released for arcades in 1992. It was ADK's first game in the fighting game genre, as well as their earliest attempt in the fighting game trend of the '90s that was popularized by Capcom's 1991 arcade-hit Street Fighter II. There are eight playable characters in the roster.

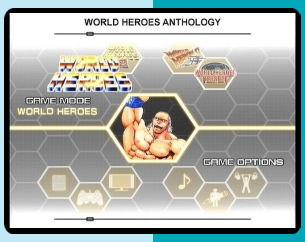
World Heroes 2 was released for arcades in 1993. The game feature fourteen playable characters in all.

World Heroes 2 Jet was first released for arcades in 1994. New additions include three new characters and new and modified moves and fighting statistics added to the playable characters returning from the first two World Heroes titles. Also, the word "Jet" in the title not only refers to faster movement, but also the ability to perform forward and backward dashing.

World Heroes Perfect was first released for arcades in 1995. This was the fourth and final title of the World Heroes series.

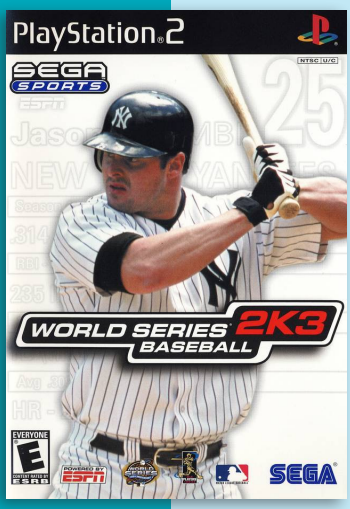
The game also allows players to remap controls, edit the character colors, choose between an original or an arranged soundtrack, and access a special training mode. Another new feature is the ability to see the character's move list while playing the game.

The Japanese version of the game allowed players to play against other users via the KDDI Matchmaking Network. This feature was not available outside of Japan.



World Series Baseball 2K3

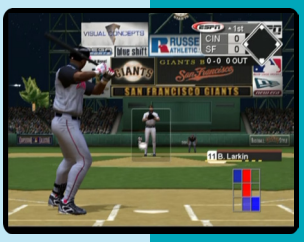
8.7



Developer	Blue Shift
Publisher	Sega
Release date	(us) March 17, 2003
Genre	Sports
Mode	1-2 Players

World Series Baseball 2K3 is the successor to World Series Baseball 2K2 and the last to carry the World Series Baseball name.

The game includes several new features: The new ESPN broadcast license allows improved replay and cutscenes. Hall of Fame legends join the complete list of MLB teams, players and coaches. And some of the classic ballparks from yesteryear are fully featured.



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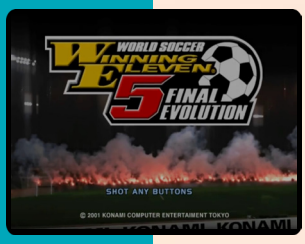
World Soccer Winning Eleven 5 Final Evolution

7.5

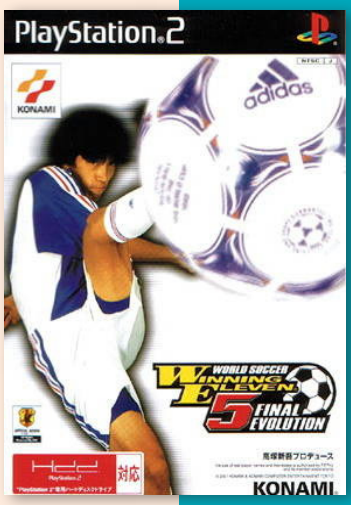


Developer	Konami
Publisher	Konami
Release date	(jp) December 13, 2001
Genre	Sports
Mode	1-2 (8) Players

World Soccer Winning Eleven 5 Final Evolution is a Japan-only update of Pro Evolution Soccer. The game was released just a month after the release of PES in Europe. The commentators are Jon Kabira and Katsuyoshi Shinto.

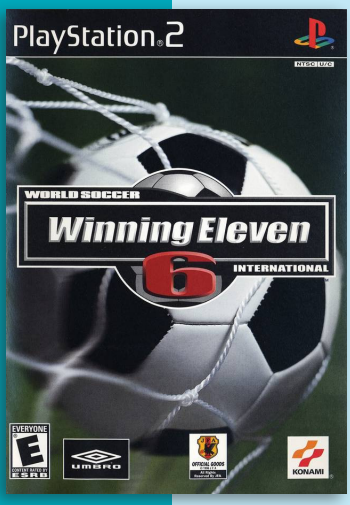
Famitsu gave the game a score of 33 out of 40.

J



World Soccer Winning Eleven 6 International

9.3

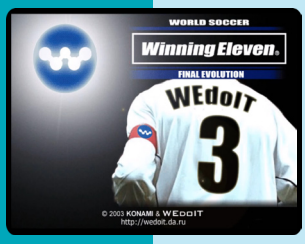


Developer	KCET
Publisher	Konami
Release date	(jp) April 25, 2002
Genre	Sports
Mode	1-2 (8) Players

Pro Evolution Soccer 2 features six game modes, including single matches, training, various cup tournaments, and a Master League, in which the player can select a team to compete in various competitions. A total of 40 unlicensed club teams and 56 unlicensed international squads (expect for Japan which is the only fully licensed team in the game) are available.

J N P

7.3

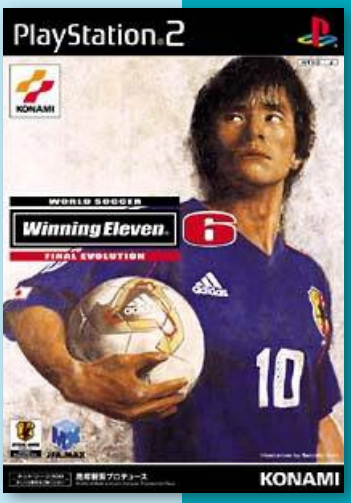


J

World Soccer Winning Eleven 6 Final Evolution

Developer	Konami
Publisher	Konami
Release date	(jp) December 12, 2002
Genre	Sports
Mode	1-2 (8) Players

This release an updated and improved version of the Japanese version of Pro Evolution Soccer 2. Whereas in the European versions Konami's changes are often rough and out of balance, the Final Evolution is a balanced and much-improved final version with many finely tuned nuances. Updates also includes the correct rosters, graphical updates and some new players in the various National and Club teams.



World Soccer Winning Eleven 7

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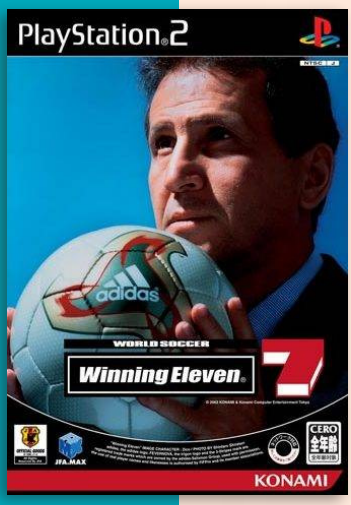


Developer	KCET
Publisher	Konami
Release date	(jp) August 7, 2003
Genre	Sports
Mode	1-2 (8) Players

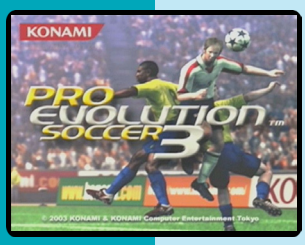
World Soccer Winning Eleven 7 is the sequel to PES2 and was only released in Japan. The western release came with improvements and additions.

The game feature a new graphics engine with improved gameplay, control, ball physics, animation and AI.

The game feature multitap gameplay with up to 8 players.

J

9.3

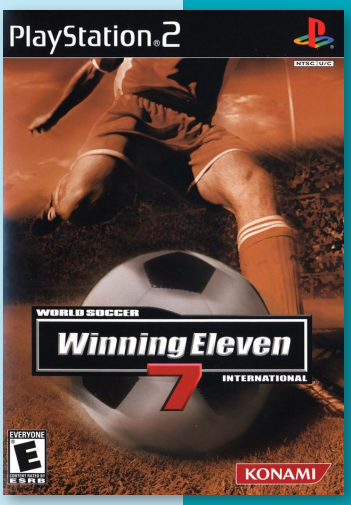


J N P

World Soccer Winning Eleven 7 International

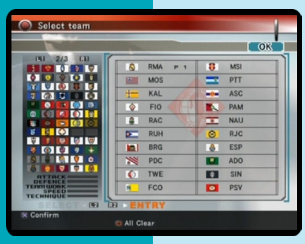
Developer	KCET
Publisher	Konami
Release date	(eu) October 17, 2003
Genre	Sports
Mode	1-2 (8) Players

Pro Evolution Soccer 3 Includes a Master League. Because it's so big, it's split it into 4 zones, with 2 divisions & cup competitions in each zone. Other than most of the Italian teams, club names are fictional, as are many of the players. However, the game has an improved edit mode, so players can edit the team's name, flag, logo, the team shirts, stadium.



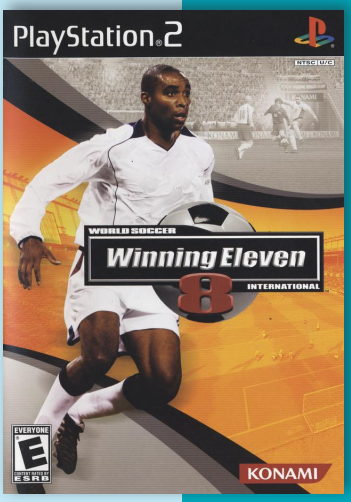
World Soccer Winning Eleven 8 International

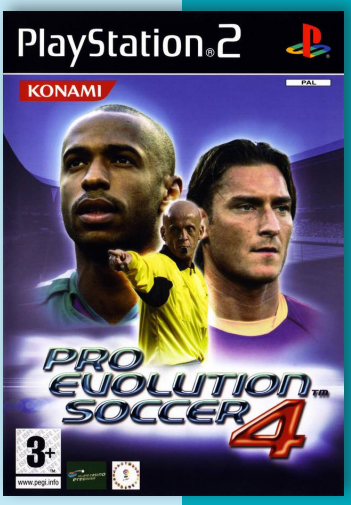
9.1



J N P

Developer	KCET
Publisher	Konami
Release date	(jp) August 5, 2004
Genre	Sports
Mode	1-2 (8) Players





Pro Evolution Soccer 4 (World Soccer: Winning Eleven 8 in Japan and World Soccer: Winning Eleven 8 - International in the United States) was the 4th instalment in the series. This is the first Pro Evolution Soccer game to feature full leagues, namely the English, French, German, Spanish, Italian, and Dutch top divisions, though with full league licences only for the latter three.

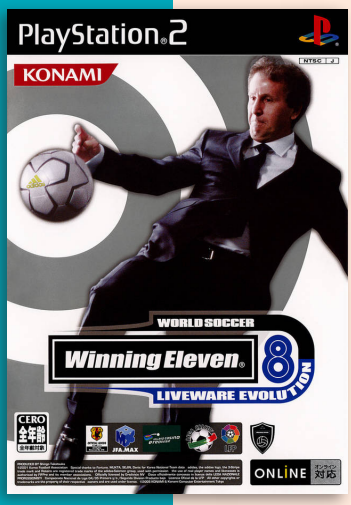
The gameplay has improved from Pro Evolution Soccer 3 (though not as much of a significant leap as its predecessor) with improved AI, tweaked play-on advantages and better throughballs. Dribbling is tighter with the players, plus free-kicks have been changed to allow lay-offs.

The gameplay was criticised for its relatively easy scoring opportunities, as players can pass their way through opposing defenses, or hold on to the ball at the edge of the penalty area and simply wait for the opposing defenders to move away and thus give him space to shoot. The Master League also included enhancements such as player development, so many players over 30 would see certain attributes decline as the game progresses.

The game also includes an “International Cup” and four regional Cups.

World Soccer Winning Eleven 8: Liveware Evolution

7.9



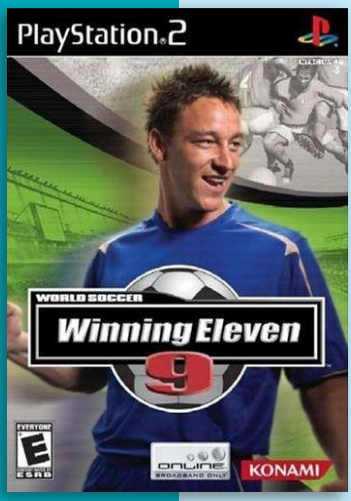
Developer	KCET
Publisher	Konami
Release date	(jp) March 24, 2005
Genre	Sports
Mode	1-2 (8) Players

J

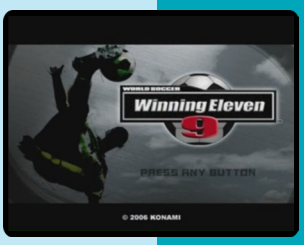
Winning Eleven 8: Liveware Evolution marked the PES series to feature online play for the PS2. Within online play, statistics and league points are stored on the server for each game played. While Winning Eleven 8/Pro Evolution Soccer 4 does not features it until Winning Eleven 9/Pro Evolution Soccer 5.

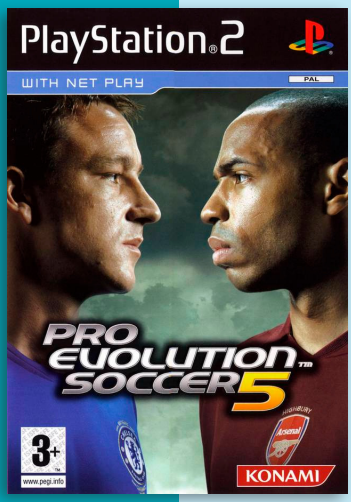
World Soccer Winning Eleven 9

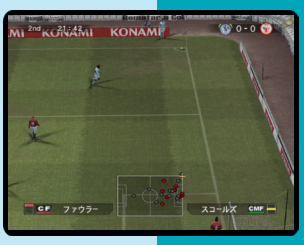
7.9



Developer	Konami
Publisher	Konami
Release date	(jp) August 4, 2005
Genre	Sports
Mode	1-2 (8) Players







Pro Evolution Soccer 5 (known as World Soccer: Winning Eleven 9 in North America and Japan, sometimes mislabeled as World Soccer Winning Eleven 9 International) is part of the Pro Evolution Soccer series.

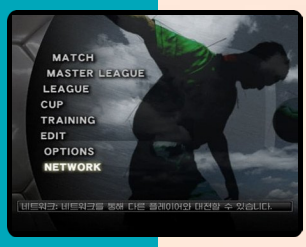
With featuring Arsenal and Chelsea it is the first release of the series which offered fully licensed clubs from the Premier League, which is one of the 3 unlicensed leagues of the game. There are also 3 licensed leagues just like in the predecessor PES4. The game also includes 3 fully licensed leagues, which are the Spanish Liga Española, the Dutch Eredivisie and the Italian Serie A (with the exception of Cagliari).

As with previous versions, the game features an edit mode allowing the player to edit certain elements of the game. It was the last release to feature the German Bundesliga (in the game as German League) for Pro Evolution Soccer Installment before it was replaced by a generic league because of losing the license for the following releases.

The game was the first in the western series to feature online play for the PS2. Within online play, statistics and league points are stored on the server for each game played.

J N P

World Soccer Winning Eleven 9: Liveware Evolution



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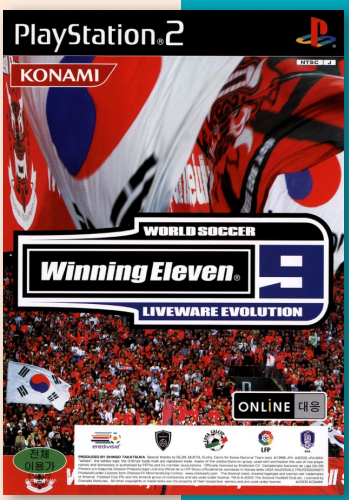
Developer	Konami
Publisher	Konami Digital Entertainment
Release date	(ko) March 09, 2006
Genre	Sports
Mode	1-2 (8) Players

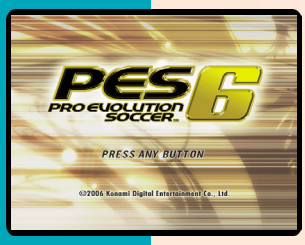


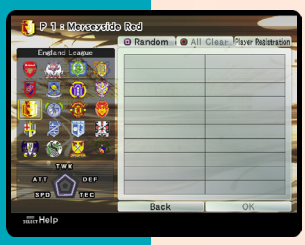
World Soccer Winning Eleven 9: Liveware Evolution (위닝일레븐9 라이브웨어 에볼루션) was a Korean only release.

This version feature some differences between PES5 and WE9. WE9LE has better Goal Keppers, different shooting system, less fouls (which is the most noticeble difference) and more freedom and overall a more polished version.

Winning Eleven: Pro Evolution Soccer 2007

8.6





Developer Konami
Publisher Konami
Release date (jp) April 27, 2006
Genre Sports
Mode 1-2 (8) Players

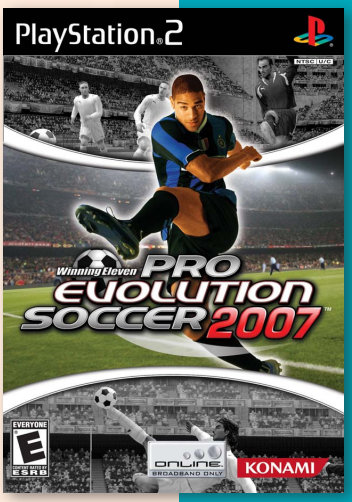
Pro Evolution Soccer 6, also known as World Soccer: Winning Eleven 10, and Winning Eleven: Pro Evolution Soccer 2007 in North America, is the 6th edition of the PES series for the PS2.

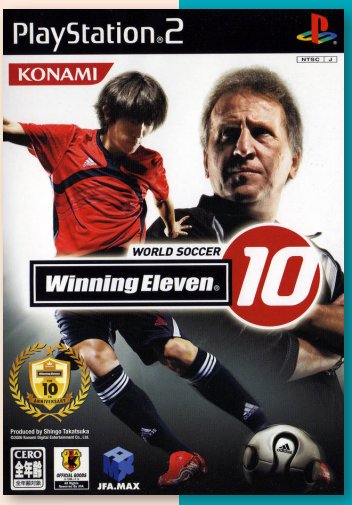
As with previous versions, the game features an edit mode allowing the player to edit certain elements of the game. It was the last release to feature the German Bundesliga (in the game as German League) for Winning Eleven Installment before it was replaced by a generic league because of losing the license for the following releases from Winning Eleven 2008 Onwards.

A Bundesliga license was supposed to be a feature of the game for PES Installment but Konami were forced to remove the teams, which means the Bundesliga is not present in PES6, not even as a series of unlicensed teams, with the exception of FC Bayern Munich who were fully licensed with the omission of their shirt sponsor T-Home. From then on, no further games featured the Bundesliga, with the participation of German teams restricted to a few of its teams appearing in separate blocks (like the UEFA Champions League teams without their own league). It is also the last Pro Evolution Soccer game to use a sequel number, being replaced with the year featuring in the title from then on.

New to PES6 is the Random Selection Match. In this mode, the user can pick up to either four clubs/nations or one region/league. Once selected, the computer picks a random selection of players from the teams or region for the player's squad. The lineup is selected automatically, although players can choose to let the computer to pick another random selection.

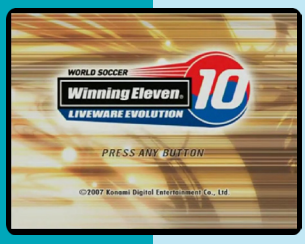
The game was met with positive to mixed reception. The PS2 version got a perfect 10/10 score in Official UK PlayStation 2 Magazine, which beat FIFA 07 (9/10 in the same magazine). The Times gave it a score of all five stars and stated that *"you can make a sliding tackle and come up with the ball, and the AI has been greatly improved."*

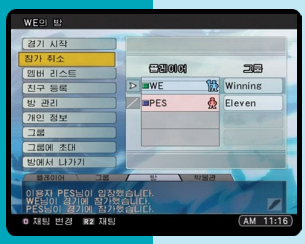




J N P

World Soccer Winning Eleven 10: Liveware Evolution





Developer Konami
Publisher Konami Digital Entertainment
Release date (ko) January 18, 2007
Genre Sports
Mode 1-2 (8) Players

World Soccer Winning Eleven 10: Liveware Evolution is another Korean-exclusive version in the PES series.

The game feature online-capabilities, better improvements in A.I. and gameplay.

World Soccer Winning Eleven 2010: Aoki Samurai no Chousen

Developer Konami
Publisher Konami
Release date (jp) May 20, 2010
Genre Sports
Mode 1-2 (8) Players

World Soccer Winning Eleven 2010: Aoki Samurai no Chousen World Cup is based on the World Cup, held in South Africa. Players can pick a player and form them into their team or develop their own character in the Legend mode. In the Team mode, players will arrange their team and take them through the stages, as their trainer.

Winning Eleven Tactics: European Club Soccer

Developer KCET
Publisher Konami
Release date (jp) December 9, 2004
Genre Sports, Strategy
Mode 1-2 Players

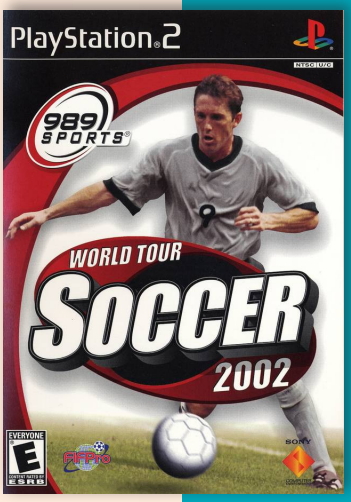
This is a tactical soccer simulation manager game based on the Winning Eleven series. The game includes a total of 116 teams, 6 European Leagues and the italian, spanish and dutch licences.

Players can watch their team in action using the Winning Eleven engine or switch to management mode with top-down view of the pitch on which all of the players are represented as circles.

World Tour Soccer 2002

7.7

Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) September 28, 2001
Genre	Sports
Mode	1-2 (8) Players

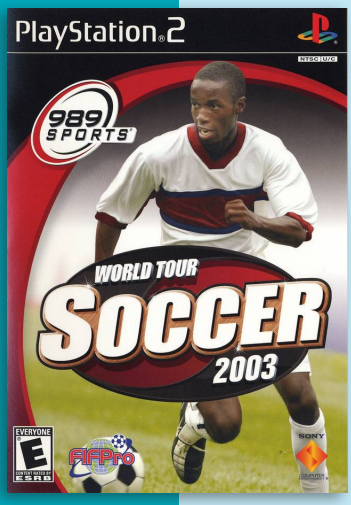


World Tour Soccer 2002 continues the World Tour Soccer (This is Football) series. Features include a full season mode with promotion, relegation and qualification for European tournaments, as well as 320 Club and International teams. The game is endorsed by FIFPro, the International Federation of Professional Footballers.

The game has four levels of difficulty, matches can range from four to twenty minutes and can be played during the day or at night in a variety of weather conditions. The player can play one or two player exhibition matches or compete in either national seasons or international competitions. The international competitions are the World Cup, Euro Cup, South America Cup, America Cup, Africa Cup, and Asia Oceania Cup.

"mobygames.com"

World Tour Soccer 2003



Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia, (us) SCEA, (jp) SCEI
Release date	(eu) October 4, 2002
Genre	Sports
Mode	1-2 (8) Players

7.8

World Tour Soccer 2003 allows players to play with or against teams from 15 different national leagues including over 13,500 FIFPro players from 700 international and league teams. Players can also compete in a total of 10 different stadiums from around the world with weather and daytime options.

Features include creating their own custom team, playing whole seasons, player careers, tournaments, or international and challenge modes.

All matches can be played in four difficulty settings and matches can be from four to twenty minutes long, other configuration options are available. The trophy room allows the player to collect all trophies, there are twenty seven vacant slots available for an English Premier division club, at each of the game's difficulty settings

"mobygames.com"

World Tour Soccer 2005

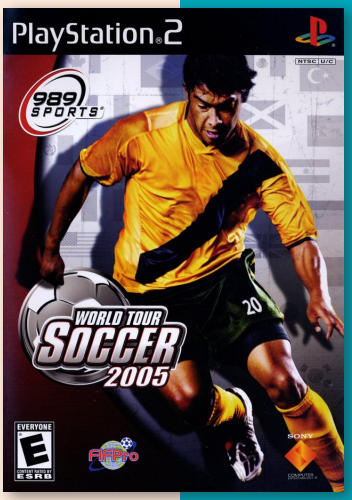
6.8

N P

Developer	SCEE London Studio
Publisher	SCEE, (us) SCEA
Release date	(eu) March 26, 2004
Genre	Sports
Mode	1-2 (8) Players

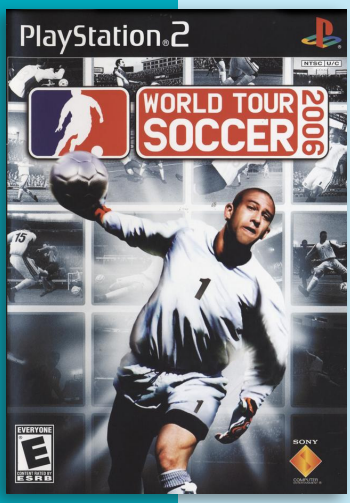
World Tour Soccer 2005 features over 900 International teams, as well as over 18000 different players from 30 different divisions and 22 leagues. It also has classic teams to choose from, such as 1990's Barcelona Team, 1980's Milan team and the 1970's Liverpool Team.

There are four modes to compete in: Exhibition, Season, Career and Challenge as well as competing in World and Euro Cups.



World Tour Soccer 2006

5.6



Developer	SCEE London Studio
Publisher	SCEE, (us) SCEA
Release date	(eu) October 1, 2004
Genre	Sports
Mode	1-2 (8) Players

World Tour Soccer 2006 feature EyeToy functionality and over 19,000 players and 32 leagues, eight international tournaments and 28 stadiums. It feature multiple modes of play including Exhibition Match, Season, Career, League and Challenge Mode.

The game also feature crowd chants sampled from over 200 club and international teams including real colors and flags in the stands.

N P

World Fantasista

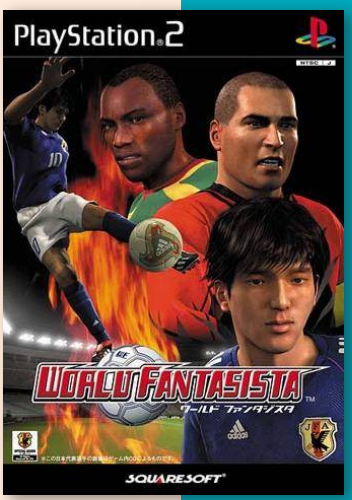
6.8

J

Developer	SquareSoft
Publisher	SquareSoft
Release date	(jp) June 6, 2002
Genre	Sports
Mode	1-2 Players

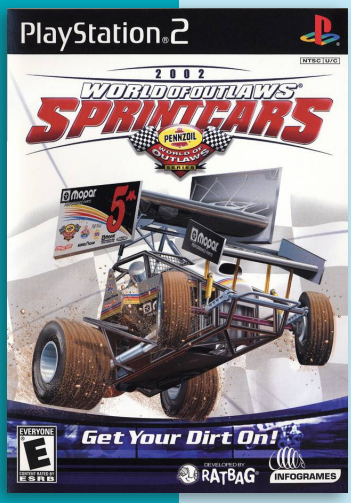
World Fantasista features real professional players from different countries, including Hiroshi Nanami, Patrick Mboma and Jose Luis Chilavert. In addition, there are 36 real Japanese players, world soccer teams from 35 countries, and the ability to create your own team.

Takeharu Ishimoto was the composer for the game.



World of Outlaws: Sprint Cars 2002

8.0



Developer	Ratbag
Publisher	Infogrames, (eu) Ignition Entertainment
Release date	(us) March 26, 2002
Genre	Racing
Mode	1-2 Players

World of Outlaws: Sprint Car Racing 2002 is a game that focuses on the niche motorsport of sprint car racing. The game is for the most part a simulation of real-life racing, with a career mode and a number of customization options. The game had a limited sales run; it developed a large following and it was widely requested at video game stores.

The game has a number of different modes to choose from. The most basic of these are the time trial and single race options, both of which are self-explanatory. There is also an arcade championship mode. The career mode is the most in-depth of all the options, as it puts players in the shoes of an aspiring sprint car driver. The goal is to winning races and building their reputation as a racer.

N P

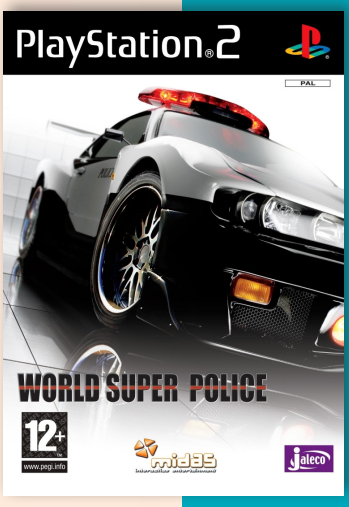
World Super Police

5.5

Developer	Suzak
Publisher	Jaleco, (eu) Midas
Release date	(jp) November 3, 2005
Genre	Vehicle combat
Mode	1 Player

World Super Police is a single player police pursuit game. The story behind the game is that normal police cars cannot catch criminals in really fast cars so, in order to combat increasing car crime, the World Super Police (WSP) have been formed.

The object is to keep the car on the road, travel as fast as possible while avoiding traffic, and take-out enemies with whatever weapons the player equipped their car with. This involves racing for a minute or so until the target show up on the radar at which point the enemies must be stopped before they reach the border. Some missions are solo and unarmed, while in others the player is accompanied by fellow WSP in super cars and they can switch between offensive and defensive formations.



J P

WTA Tour Tennis

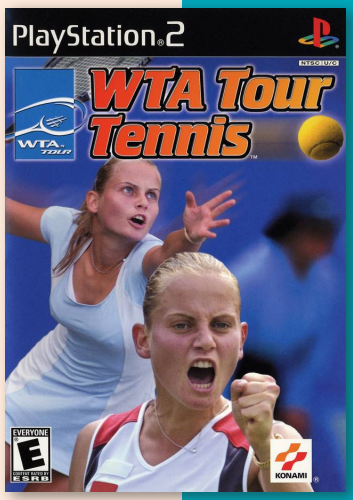
5.0

Developer	Konami
Publisher	Konami
Release date	(jp) September 27, 2001
Genre	Sports
Mode	1-2 (4) Players

WTA Tour Tennis, also known as Pro Tennis WTA Tour, was released for PS2, GameCube, Xbox and Game Boy Advance.

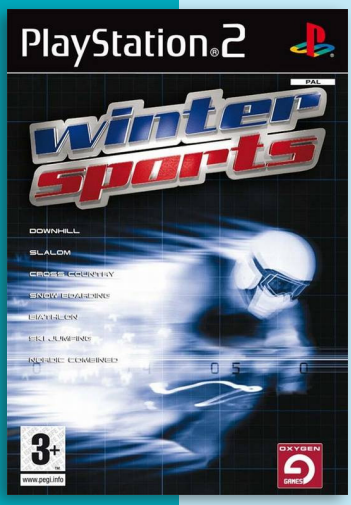
Players can choose from 20 professional tennis players such as Serena Williams, Martina Hingis, and Jelina Dokic and play on grass, clay, and hard surfaces.

GameSpot gave it a 6.9 out of 10 or a “fair” rating.



Winter Sports

4.8



Developer	Oxygen Interactive
Publisher	Oxygen Interactive
Release date	(eu) February 9, 2006
Genre	Sports
Mode	1-4 Players

Winter Sports (no connection to the 49Games series) is a typical winter sports game, featuring 10 nations competiting in the usual events - downhill, cross country, slalom, ski jump, biathlon and snowboarding.

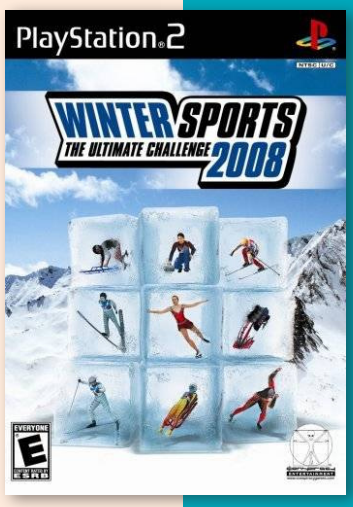
Game mode include tournament (where the player is in a race for points in all events in sequential order), multiplayer (against up to players) and practice.

Winter Sports 2008: The Ultimate Challenge

6.0

Developer	49Games
Publisher	RTL
Release date	(us) November 30, 2007
Genre	Sports
Mode	1-4 Players

This is an arcade-oriented 3D simulation of 15 different disciplines in 9 different sports like skiing, bobsleigh, speedskating, ski jumping, figure skating and curling. In campaign mode players can try to master all of the 42 challenges to unlock more levels. The competition mode offers an Olympic event with opening and medal ceremony.



4.9

N P

Winter Sports 2: The Next Challenge

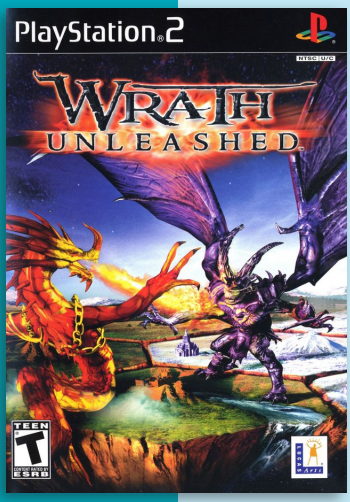
Developer	Crave, 49Games
Publisher	Conspiracy Entertainment, (eu) RTL
Release date	(us) November 18, 2008
Genre	Sports
Mode	1-4 Players

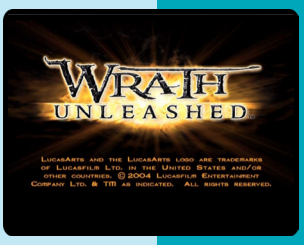
This is a light simulation of winter sports, including alpine skiing, snowboard half-pipe, ski jump, speed skating, biathlon, luge, bobsleigh, skeleton, figure skating and curling, for a total of 18 different events.

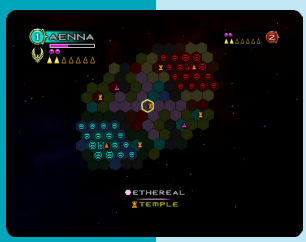
While not as complex as the specialized games developed by the German company (there's no waxing the skis, for instance), the game features a solid physics engine, which provides more realism than some of the more arcadish approaches to the genre. Gameplay varies by event, with the player being in full control of the athlete in most events like alpine skiing and half-pipe, while other modes feature an higher focus on rhythm, like speed skating and figure skating.

Wrath Unleashed

6.4







N P

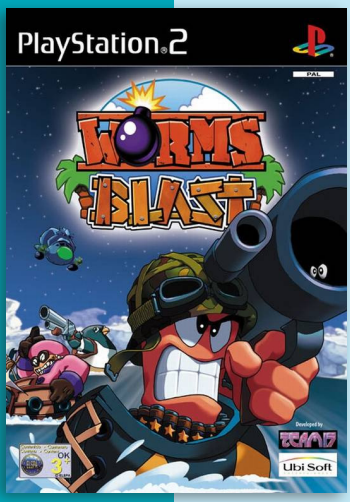
Developer	Double Helix Games
Publisher	LucasArts, (eu) Activision
Release date	(us) February 10, 2004
Genre	Turn-based strategy
Mode	1-4 Players

Wrath Unleashed is a chess-like game that combines strategy with combat. The basic idea of the game is there is a war between the gods of the four elements, which shattered their homeworld into an asteroid belt, sustained by their powers. In the game, one god attempts to claim the territory of another god with their army of mythical creatures, which move over a "board" of hexagonal spaces (each space representing a type of terrain). When two opposing troops occupy the same hexagonal space, gameplay shifts to an arena, where the troops must battle to the death for the right to occupy the space. The point of the game is to position the one's troops over spaces which contain the enemy's temples.

The characters in Wrath Unleashed are divided into Light (good) and Darkness (evil), as well as Order (intelligence, thought) and Chaos (combat, battle).

Worms Blast

5.8



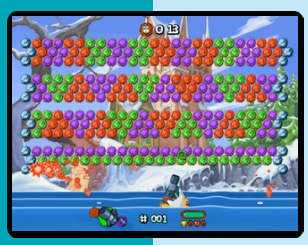
Developer	Team 17
Publisher	Ubisoft
Release date	(eu) March 28, 2002
Genre	Action, Puzzle
Mode	1-2 Players

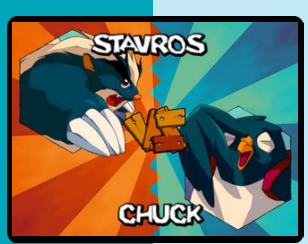
The gameplay of Worms Blast is similar to that of Puzzle Bobble/Bust-a-Move, but with several key differences taken from Worms games. Instead of releasing and matching bubbles, the player has to color blocks on a hexagonal grid. Unlike most Bust-A-Move variants, the player character can move right and left, sailing in a boat. Various weapons, such as bazooka, grenades, dynamite, and others, can be used to fire at the blocks, coloring them on impact. Like in the main, artillery-based Worms games, holding down the fire button increases the power of the weapon, affecting the distance it travels.

If the player hits a block that is either the same color as the missile fired, that block and any other same-colored blocks adjacent to it will be destroyed. Differently-colored blocks will not be affected by shooting at them; however, if they are held solely by a group of blocks of the same color, they will fall into the water when that group disappears. Blocks with rainbows on them can count as any color. Unlike Puzzle Bobble, there are no walls in single-player mode. If the player aims the weapon outside of the screen, a heavy object might fall on the player-controlled boat, damaging it.

The game's main mode is called "Puzzle mode": the player completes various stages, the goal being different in each (e.g. shooting down certain forms of blocks, avoiding hostile blocks that move around the screen, etc.). Beside this mode, the game features a single-player tournament mode with high scores, as well as a variety of multiplayer modes. The action component is particularly noticeable in this mode, since the walls between the areas will periodically open, allowing players to use this opportunity to shoot at each other's boats.

The game is played with nine characters (three of them must be unlocked) and most of the characters are actually animal weapons from the pleg-mant Worms. Every character has a unique boat, and differing stats for Amount of Health, Boat Speed, Speed of Aiming Reticle, Turning Speed, and Boat Size.





Worms 3D

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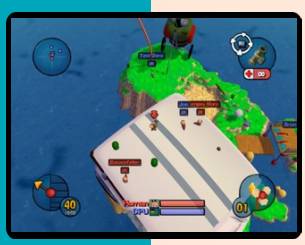


Developer	Team 17
Publisher	Sega, (us) Acclaim
Release date	(eu) October 31, 2003
Genre	Turn-based strategy
Mode	1-4 Players

Worms 3D is a 3D artillery turn-based tactical game in the Worms series. The game was the first in the series to be in 3D and also featured several new weapons. Additionally, some of the weapons operations are substantially different from previous Worms titles.

The gameplay itself is mostly unchanged from its predecessors, with the exception of the three-dimensional view, which allows the player more freedom, and more possibilities, to complete the task at hand. Modes such as Campaign and Quick Match return from previous versions. The game also features a multiplayer feature, as well as the ability to edit and create teams. The objective of most of the matches is to eliminate the opposing forces' worms, whereas the Campaign mode gives the player sets of specific goals which he needs to complete.

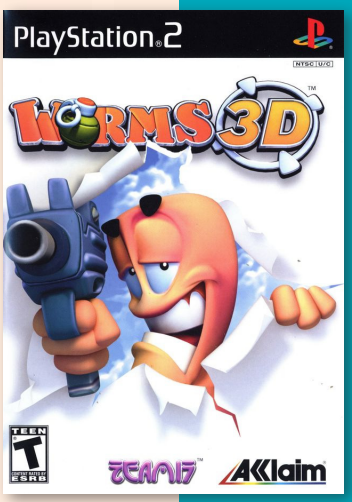
The Campaign consists of 35 small missions in which the player has to utilise their worms to complete a certain task, like destroy enemy worms, collect a certain crate, or even unique missions, such as having to detonate 16 hidden landmines in a certain time.

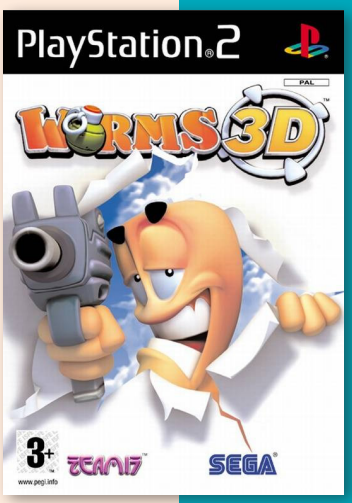
All of the missions give awards depending on how well the player does. Gold medals usually unlock bonuses as for example maps, challenge missions, information about weapons, or voice banks.

In the Challenge missions, the player has to use a weapon/utility to collect targets that add to their timebank, which increases steadily. Getting a gold medal here unlocks maps or locked weapons.

The Campaign mode contains several film references and moments. The level "Place Holder" is an homage to the Jaws series. Players can also obtain the Holy Hand Grenade of Antioch, a reference to Monty Python and the Holy Grail.

The game received generally positive reviews. Despite this, most reviewers criticized the 3D camera system, that often places behind the objects in landscape with the worm being hidden in front of those.





N P

Worms Forts: Under Siege

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N P

Developer	Team 17
Publisher	Sega
Release date	(eu) November 19, 2004
Genre	Strategy
Mode	1-4 Players

Worms Forts: Under Siege is a 3D artillery tactical game. Like the previous Worms game, it is in complete 3D and showcases new features, such as buildings. While the primary method of victory is to destroy the opposing team, victory can also be achieved by destroying the opposing Stronghold, the most important building in the game.

Players can build a variety of structures or buildings to increase efficiency. Players can also fire from these structures, and buildings can be unlocked based on players' performance. Different structures can provide different benefits; while most provide upgraded buildings, some provide extra bonuses such as generating weapons crates that can be collected for more weapons.

Worms 4: Mayhem

Developer	Team 17
Publisher	Codemasters
Release date	(eu) July 29, 2005
Genre	Turn-based strategy
Mode	1-4 Players

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P

Worms 4: Mayhem is a 3D artillery tactical and strategy game. It is much like its 3D predecessor Worms 3D, except that players can customize their worm's appearance (hats/helmets, glasses, facial hair, gloves/hands) as well as create their own unique weapons in a new feature called "The Weapon Factory". The game also contains a shop where players can buy various items, using points won by completing story missions, challenges, or unlocking trophies. Shop items include new maps, new accessories and attire, personality banks (voices) and game styles. There are several new weapons and utilities included in the new game such as Bubble Trouble, Icarus Potion, Poison Arrow, Sniper Rifle, Inflatable Scouser, Tail Nail and Starburst.

Unlike previous Worms games, Worms 4: Mayhem provides cutscenes before each story mission to reveal background information.

World Rally Championship

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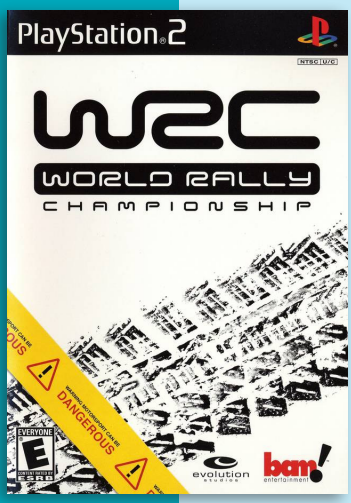

Developer	Evolution Studios
Publisher	SCEE, (jp) Spike, (us) Bam! Entertainment
Release date	(eu) November 30, 2001
Genre	Racing
Mode	1-2 Players

World Rally Championship is the first rallying game to be officially licensed by the FIA World Rally Championship and is based on the 2001 WRC season.

WRC features 21 drivers representing 7 teams and all 14 venues from the season. Game modes feature quick rally, single rally, championship and time trial. Each car is made from around 8000 polygons.

In addition to the normal driving controls and feedback common to most racing games, the game adds a simple car damage system that affects the visual appearance (muddied paint, busted lights) of the vehicles and the gameplay. A particularly brutal race for instance, might leave the car listing and handling poorly towards the end of the event.

J N P

WRC II Extreme

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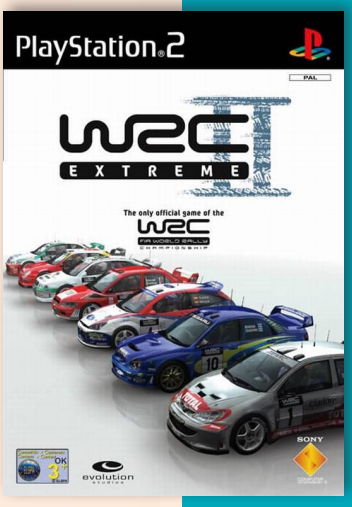
Developer	Evolution Studios
Publisher	SCEE, (jp) Spike
Release date	(eu) November 29, 2002
Genre	Racing
Mode	1-4 Players



WRC II Extreme is the sequel to WRC World Rally Championship. The game features improved graphics and visible damage to the cars. It contains 115 stages across 15 different countries with officially licensed WRC cars. An action replay mode is made available which includes a wide range of camera angle shots. All 14 rallies from the official 2002 WRC calendar appear on the game.

21 drivers and 7 teams appear on the game. Although Citroën did not participate in a full season in 2002, they are featured on all events in the game and are therefore eligible to score team points in championship mode. Because Colin McRae had his own video game series at this time, Sony could not acquire the license for him to appear, so he was replaced on the game by François Duval.

J P

World Rally Championship

From the 4,000 corners of the earth

14 countries. Hundreds of miles. Thousands of different corners.

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PlayStation.2

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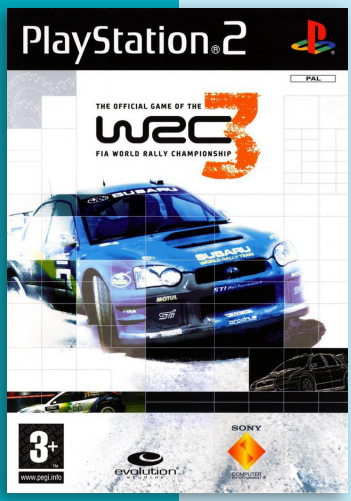
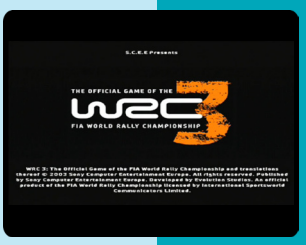
WRC 3

7.4





Developer	Evolution Studios
Publisher	SCEE, (jp) Spike
Release date	(eu) November 21, 2003
Genre	Racing
Mode	1-4 Players

WRC 3 features 17 drivers from 7 teams. Although Mitsubishi did not participate full-time in the championship this season, they appear on every event in the game and are therefore eligible to score team points in championship mode. Likewise, Hyundai appeared in each event despite withdrawing from the championship in real life towards the end of the season. All 14 rallies from the official 2003 WRC calendar appear on the game.

Game modes are Quick Race, Time Trial, and WRC. In the last mode (WRC), the player may enter a simple race or championship either with solo or multiplayer settings. It is also possible to test cars. Gameplay is almost the same of the previous opus, WRC II Extreme.

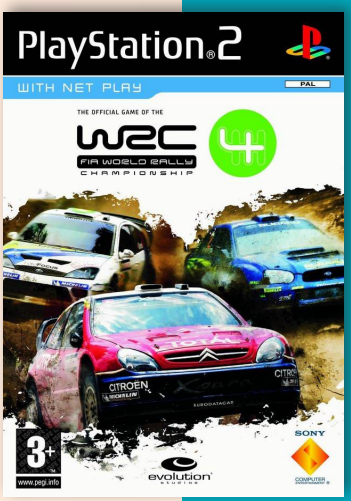
The game received "mixed" reviews according Metacritic. In Japan Famitsu gave it a score of 32 out of 40.

J P

WRC 4

7.4

Developer	Evolution Studios
Publisher	SCEE, (jp) Spike
Release date	(eu) October 22, 2004
Genre	Racing
Mode	1-4 Players



The 4th game of the WRC series, WRC 4: The Official Game of the FIA World Rally Championship contains all the official races, drivers and cars of the 2004 season.

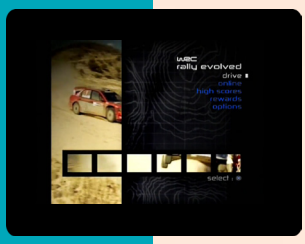
The player can compete in a championship mode, a quick race mode, and a time trial mode. Players can also play the Pro Driver Challenge in which players can experience a career in WRC as they race through the key events in a driver's journey from beginner to the top. Also, a new type of race appears called the Super Special. This unique rally event pits the player against another rally car in a two-lane rally across the super special stage.

The game received "generally favorable reviews" according to Metacritic. In Japan Famitsu gave it a score of 32 out of 40.

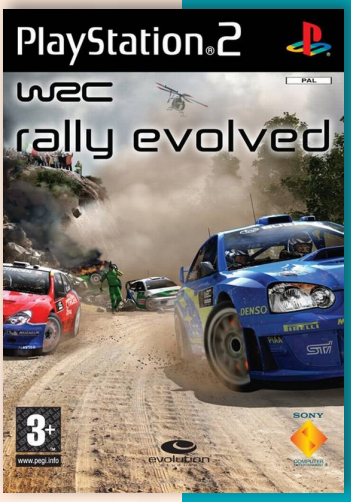
J P

WRC: Rally Evolved

7.4



Developer	Evolution Studios
Publisher	SCEE
Release date	(eu) October 28, 2005
Genre	Racing
Mode	1-4 (16) Players



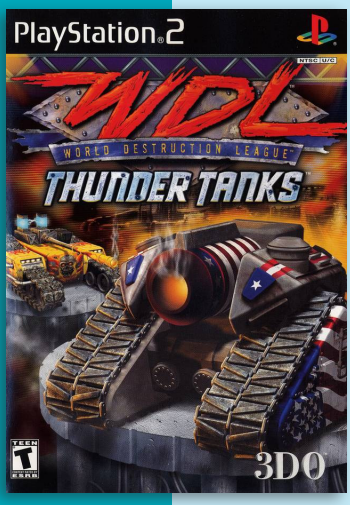
World Rally Championship 5: Rally Evolved includes licensed cars and authentic courses from the 2005 WRC season, based on satellite imagery of the landscapes.

It feature the usual game modes: quick races, single rally, and full championship. New modes include Rally Cross, a race on a multi-lap track in solo or multi-player. Another new mode involves challenging the multiple French world champion of WRC, Sebastien Loeb, in a list of races where the player starts with a time handicap. A final mode gives the ability to free-run on a big complex on different kinds of road in the middle of a big oval track to test more than forty rally cars, coming from past, present and future.

This installment of the series has enhanced features compared to the previous game. Navigator voice acting is more precise, and gameplay has a new feature: environmental hazards that affect the race, such as fire, rocks, animals or other competitors, which must be avoided.

World Destruction League: Thunder Tanks

6.5



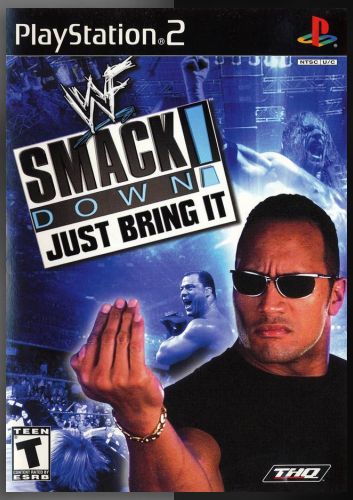
Developer	3DO
Publisher	3DO
Release date	(us) December 20, 2000
Genre	Vehicular combat
Mode	1-2 (4) Players

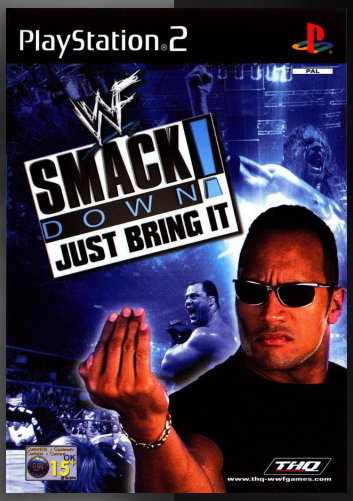
World Destruction League: Thunder Tanks is a vehicular combat game with similar gameplay to the Twisted Metal and Vigilante 8 series. The player must obtain “powerups” and defeat enemy vehicles, while capture the enemy flags in order to win. However, all of the vehicles are tanks, hence its name.

The game itself is short, making it unpopular among some gamers. It was also one of the very first PS2 titles to be released. It is considered a spiritual successor to the Battletanx series, since it has similar gameplay to that as well, and is made by the same company, The 3DO Company.

WWF SmackDown! Just Bring It

7.6





JNP

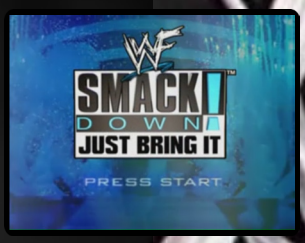
Developer	Yuke's
Publisher	THQ, (jp) Yuke's
Release date	(eu) November 16, 2001
Genre	Sports
Mode	1-2 (4) Players

WWF SmackDown! Just Bring It, released as Exciting Pro Wrestling 3 in Japan, is part of the WWF SmackDown! (later renamed WWE SmackDown vs. Raw, then WWE and now WWE 2K) series based on the World Wrestling Federation (WWF) professional wrestling promotion. It is also the sequel to WWF SmackDown! 2: Know Your Role. This was the first game in the series to be featured on the PS2. It is also the last game in the series named under the "WWF" banner.

This was the first game in the series to feature commentary, with Michael Cole and Tazz featured as the announcers. One improvement in this game is the appearance of six-man tag team matches, as well as six-man and eight-man battle royals (elimination matches; the latter being the only game in the series until the release of WWE 2K18). Additionally, this was the first game of the series to give each wrestler two finishing moves, as well as the first to allow editing of the in-game wrestlers' move sets. Just Bring It was also the first game in the series to feature authentic, complete ring entrances. The game features several venues from 2000 and 2001, including the arena for Raw Is War and both the original and new arenas for SmackDown! (Ovaltron and the Fist stages).

Rather than the Season Modes presented in the previous SmackDown! games, Just Bring It has a Story Mode. The player is given more control over their wrestler's activities in Just Bring It's Story Mode, such as having the ability to choose which WWF title to go after. Throughout Story Mode, the player is able to attain unlockables, including additional superstars.

The game ended up selling more than 400,000 units in North America, to which it was added to the Sony Greatest Hits collection for the PS2. However, when the game was given the Sony Greatest Hits label, it was renamed to WWE SmackDown! Just Bring It because of the World Wrestling Federation's recently lost worldwide court battle to the World Wildlife Fund, to which the World Wrestling Federation was renamed to the World Wrestling Entertainment (WWE).



WWE SmackDown! Shut Your Mouth

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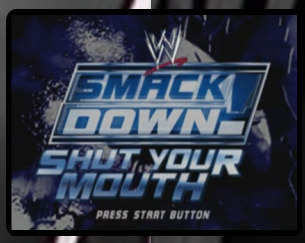
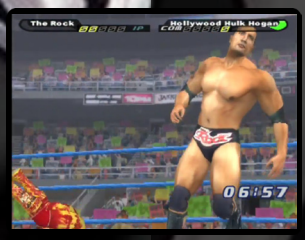
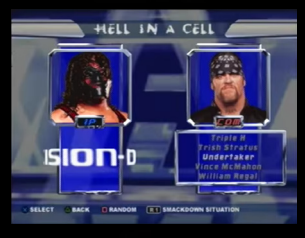
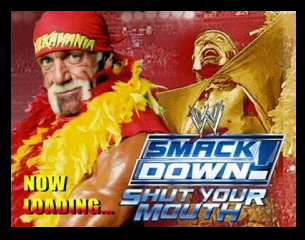








Developer	Yuke's
Publisher	THQ, (jp) Yuke's
Release date	(us) October 31, 2002
Genre	Sports
Mode	1-2 (6) Players

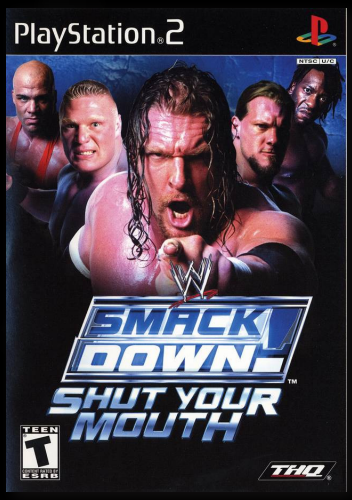
WWE SmackDown! Shut Your Mouth, released as Exciting Pro Wrestling 4 in Japan, is the sequel to Just Bring It and the first game in the series named under the "WWE" banner.

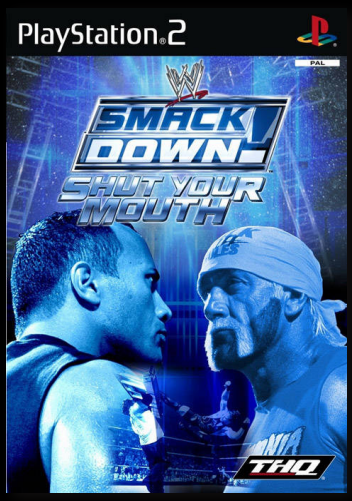
Season mode was lengthened to two in-game years and features the Brand Extension featuring Ric Flair's Raw and Vince McMahon's SmackDown! For the first time, only WWE superstars could participate in "season mode". Players compete exclusively on the show they are drafted to for the first few months of year one, consisting of four Raw or four SmackDown! events, plus a monthly pay-per-view event. Eventually, the player will be booked on the two major TV shows, appearing on two Raw and two SmackDown! shows and the PPV event. One of the featured storylines is based on the nWo of early 2002 that included Hulk Hogan, Kevin Nash, and X-Pac (who replaced the released Scott Hall).

Like its predecessor Just Bring It, Shut Your Mouth's championships cannot be contended for in "exhibition mode" and can only be defended in "season mode". All of the major titles of the time, except for the WWE Women's Championship, are included in the game: WWE Undisputed, Intercontinental, European, Tag Team, Cruiserweight, and Hardcore championships. Various unlockables such as alternate player attires, extra movesets, and arenas be unlocked through "season mode".

This is the first game to feature superstars on different brands, Raw and SmackDown!. In this game, all the superstars, including champions are eligible to be drafted on both brands. This also marks the first WWE video game appearance of Billy Kidman, Brock Lesnar, Chuck Palumbo, Diamond Dallas Page, Jazz, Lance Storm, Maven, Randy Orton, Rico, Torrie Wilson, and Rob Van Dam.

Superstars models include realistic facial features. Fully animated entrances for each character are featured and their respective themes playing in the arena.





JNP

NO PAIN - NO GAME

FEEL THE PAIN with unique SuperStar abilities. SEE THE PAIN in incredible detail as blood spatters the canvas. BEAT THE PAIN into submission with location specific damage and the best grappling system ever devised. But that ain't all! Bra and Panties matches, blood matches, SuperStar voice overs, enhanced season modes and the most realistic graphics to date mean if you don't get this game you won't be feeling no pain.

PlayStation.2 NOVEMBER 2003

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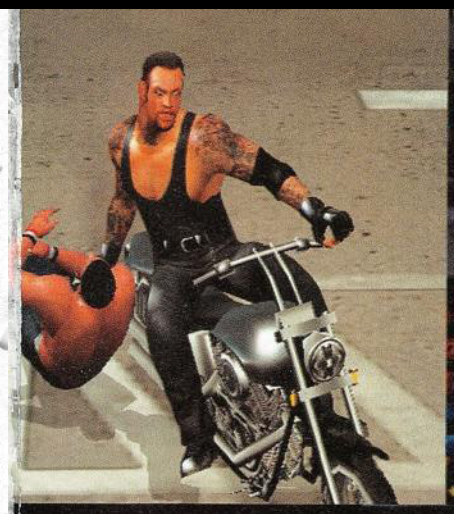

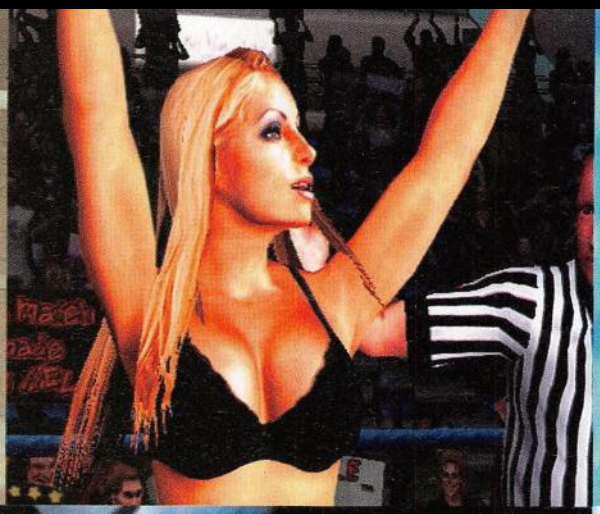

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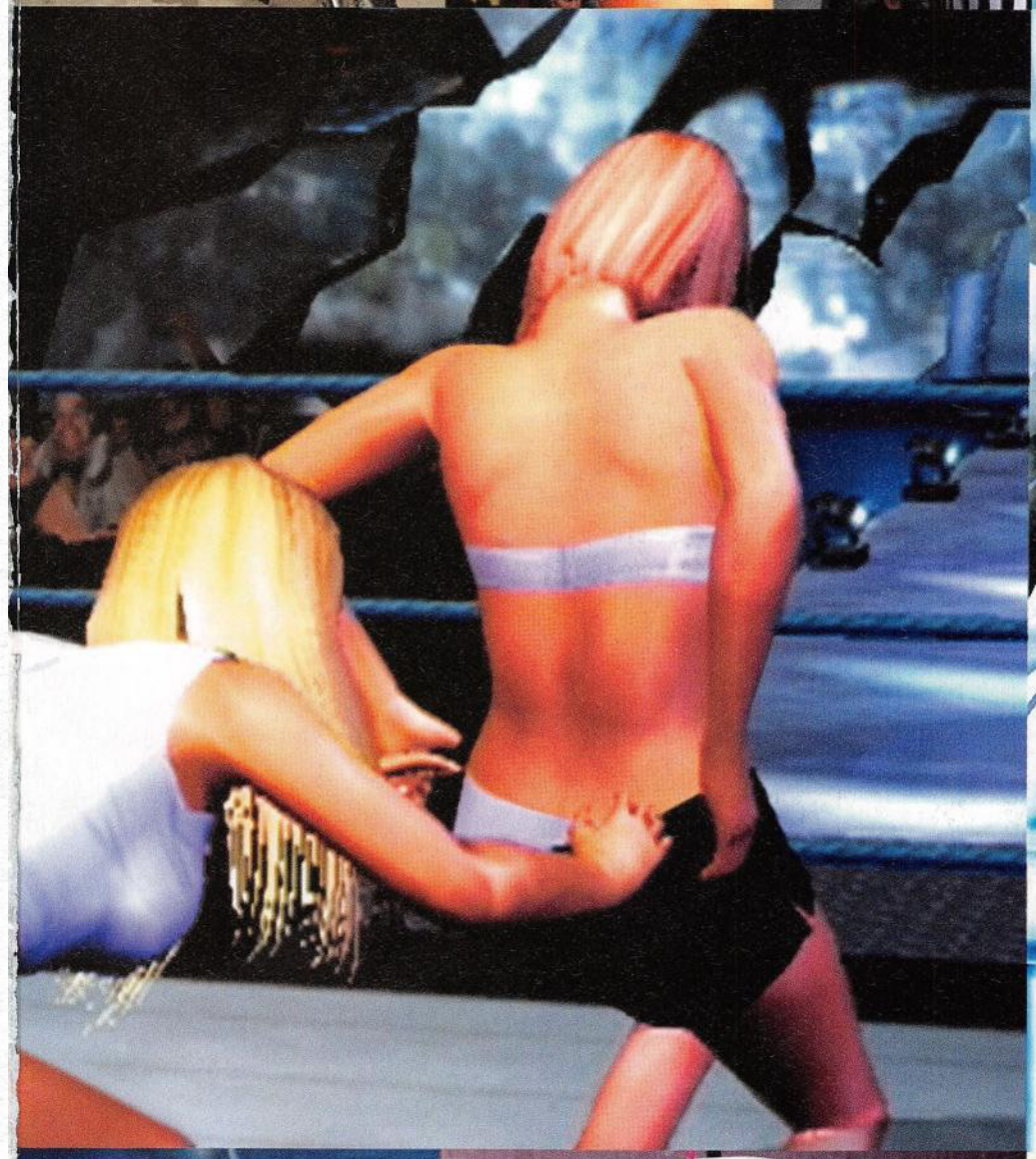
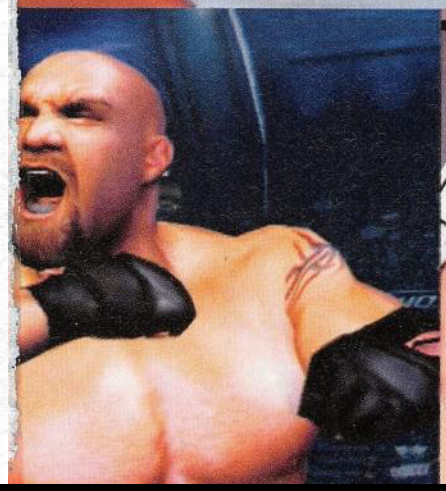
ANIMATED VIOLENCE





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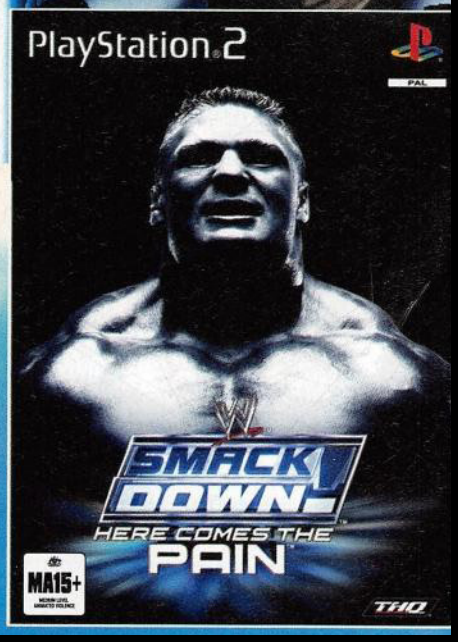
PlayStation.2
PAL
SMACKDOWN!
HERE COMES THE
PAIN
MA15+
THQ

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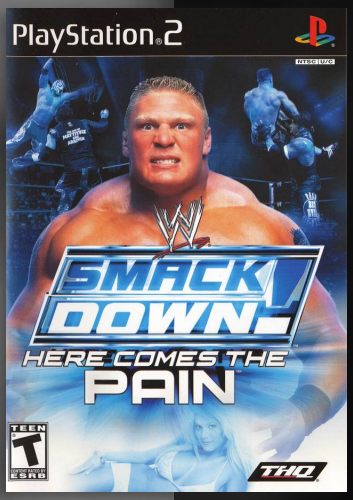
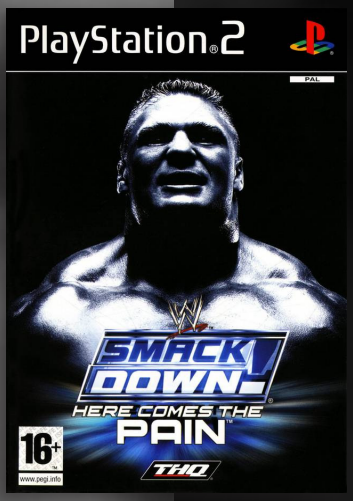




JNP

WWE SmackDown! Here Comes the Pain

Developer	Yuke's
Publisher	THQ, (jp) Yuke's
Release date	(us) October 27, 2003
Genre	Sports
Mode	1-2 (6) Players

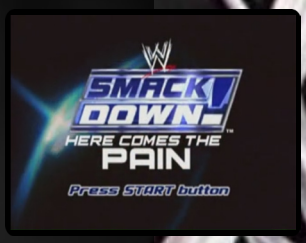
WWE SmackDown! Here Comes the Pain, released as Exciting Pro Wrestling 5 in Japan was the first SmackDown! game to feature a catchphrase not linked back to The Rock. It was also the final WWE game to solely use the SmackDown! name, as it was succeeded by WWE SmackDown! vs. Raw series in November 2004.

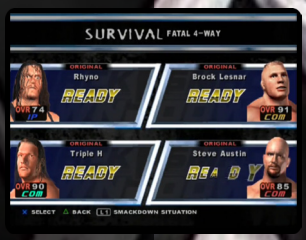
The game introduced a more complicated grappling system, while retaining the series' fast gameplay.

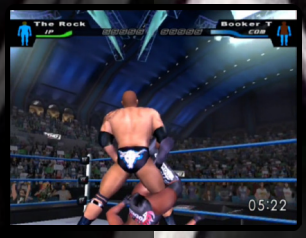
Also included with this new grappling system were body damage displays, submission meters (for both the person applying the move and the person breaking out of the move), as well as the ability to break the submission hold when touching the ropes, and individual character scales that consisted of statistics (such as strength, endurance and speed). This game marks the first time the Elimination Chamber and the Bra and Panties Match would be featured in a wrestling game.

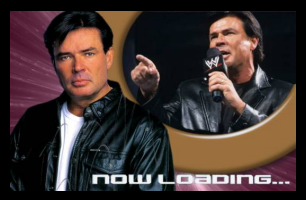
Much like every WWE game before it, WWE SmackDown! Here Comes the Pain features over 50 Superstars who were active members of the WWE roster at the time of the game's release. In addition to the playable Superstars current at the time, it also featured a variety of legends such as Jimmy "Superfly" Snuka, "Rowdy" Roddy Piper, and The Undertaker (with his 90's gimmick), and more. This also marks the final time that Stone Cold Steve Austin and The Rock would appear in a SmackDown! game as non-legends.

Season Mode was much like the game before it, where players starting off with the Backlash Pay Per View and fighting their way through the months, ending with WrestleMania. Instead of being able to roam free around the arena, this version of Season Mode had it so that all of the decisions were made on a menu screen in the locker room. In the General Manager's room, players can ask for title shots and brand switches. There are multiple titles to go after depending on if they go to SmackDown! or RAW.









WWE SmackDown! vs. Raw

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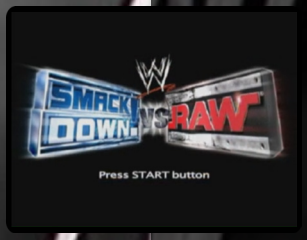
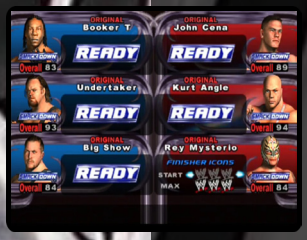
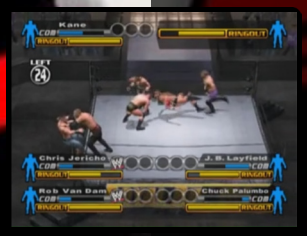






Developer Yuke's
Publisher THQ, (jp) Yuke's
Release date (us) November 2, 2004
Genre Sports
Mode 1-2 (6) Players

WWE SmackDown! vs. Raw, often shortened to WWE SvR or SVR 2005 and known as Exciting Pro Wrestling 6: SmackDown! vs. Raw in Japan, was the first under the SmackDown vs. Raw name.

The game is largely similar to its predecessor, but adds some key features.

Several new gameplay features are introduced, including pre-match and in-match mini-games. The pre-match mini-games are randomly chosen before every singles match, Test of strength, Stare down and Shoving match. Several in-game mini-games include the chop battle and a spanking mini-game for female wrestlers in bra and panties matches. The meter mechanic from the chop battles are retained, but the player must perfectly time the button press three consecutive times to win. If the player does so, a cut scene of the two female wrestlers kissing is played.

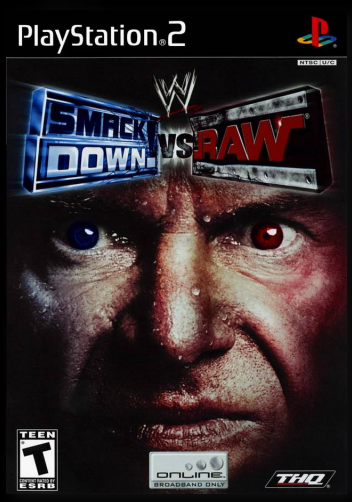
The ability to sustain a submission till the count of 5 once a rope break had been reached was also implemented. The game features several arenas that WWE held events at in 2003 and 2004; there are also arenas based on each WWE television show.

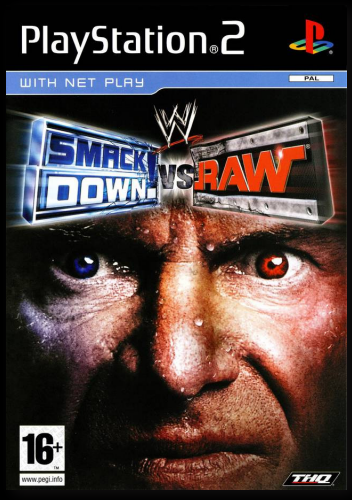
Also added to the game was the Clean/Dirty system, which influenced each wrestlers tactics. Players can choose if the wrestler is clean, dirty or neutral. A clean or dirty wrestler has a meter that can be filled up by performing special clean/dirty actions or moves.

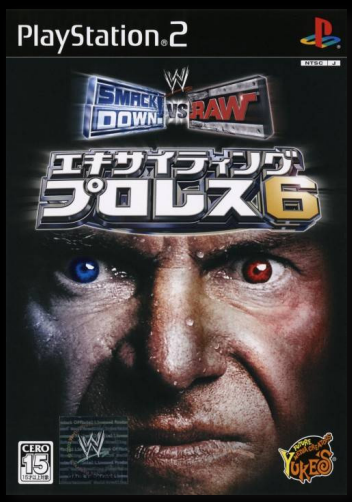
WWE SmackDown! vs. RAW also includes a redone WWE Pay-Per-View mode from its past games where the player can play sample PPVs from 2004, or create a PPV of their own by booking matches choosing matchtypes and any superstar, legend or created superstar in the game. Created Championships could be waged in the created PPVs.

The game Create-A-Wrestler mode from previous games was improved. Stables could be created featuring any wrestler game and entrances could be customized.

The game received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.







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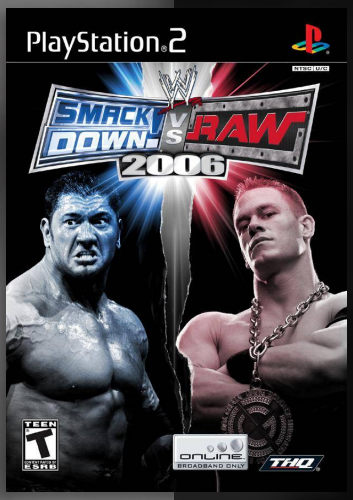
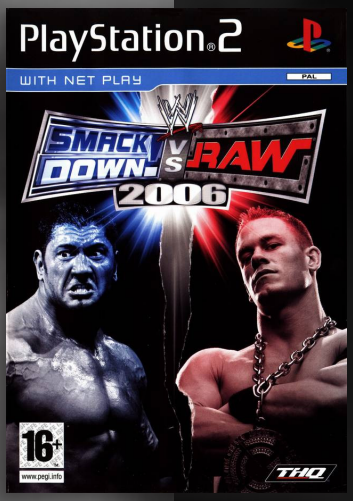
WWE SmackDown! vs. Raw 2006





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Developer	Yuke's
Publisher	THQ, (jp) Yuke's
Release date	(eu) November 11, 2005
Genre	Sports
Mode	1-2 (6) Players

WWE SmackDown! vs. RAW 2006, Exciting Pro Wrestling 7 in Japan, continues the Smackdown vs. Raw era, which at this time uses a yearly date in the title, similarly to other sports titles.

The game includes an updated roster of wrestlers, as well as many classic superstars like Bret Hart or British Bulldog. It also includes many new arenas from recent Pay-Per-Views, as well as a classic arena from Wrestlemania 9. A new recorded dialogue for many of the wrestlers is featured in the storyline, as the player goes through many different plots in the Season Mode, chasing the championship belts.

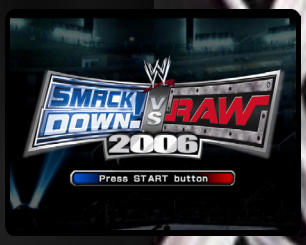
Gameplay has been slightly enhanced, with a larger list of moves available to each wrestler, and pre-match mini-games to start your fight off with and determine who has the upper hand.

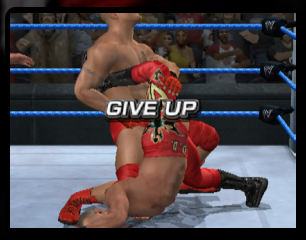
Another addition is the General Manager Mode, where the player takes the role of a GM trying to book a weekly show. Taking into account costs to contract wrestlers, keeping a chosen wrestler happy and healthy, and putting on matches and setting up feuds to keep the ratings for the show high are the objectives of this mode.

It is also possible to earn Smackdown Dollars in the game, which the player can use to buy new moves, new create-a-wrestler items, Legends wrestlers, and even furniture to customize a locker room. The player can also earn trophies for his trophy case by completing challenges and beating the GM Mode.

The game was praised by some critics for its depth of content. A GameSpot reviewer mentioned *"the sheer breadth of content makes it an easy choice for any wrestling enthusiast, and quite possibly the best wrestling game available for the system."* Comparisons with the game and the highly acclaimed Nintendo 64 game WWF No Mercy were made, with some reviewers putting the game on par with No Mercy. It became the best selling game for the PS2 out of the series.

"mobygames.com"





WWE SmackDown vs. RAW 2007

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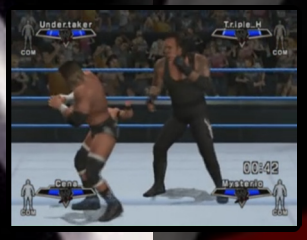
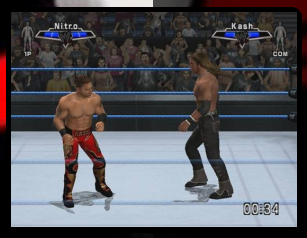




Developer	Yuke's
Publisher	THQ
Release date	(eu) November 10, 2006
Genre	Sports
Mode	1-2 (6) Players

WWE SmackDown vs. Raw 2007 introduced a few key new features including an analog control system. Grappling moves are now affected by analog control, in contrast to the button-based system from preceding games. Much like the previous game, one can also move around the ring by analog control instead of using the D-pad. The chain reversal system has also been improved and now involves grapples as well as strikes. Other features include interactive hotspots, and fighting within the arena crowd. Signs and objects from the crowd can be used to beat down the opponent. The game also included several improvements on the previous game's existing match types and modes.

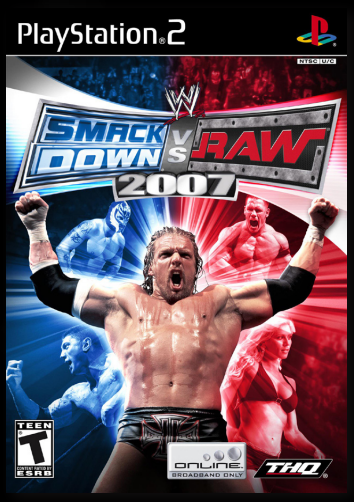
WWE SmackDown vs. Raw 2007 marks the video game debuts of 16 superstars.

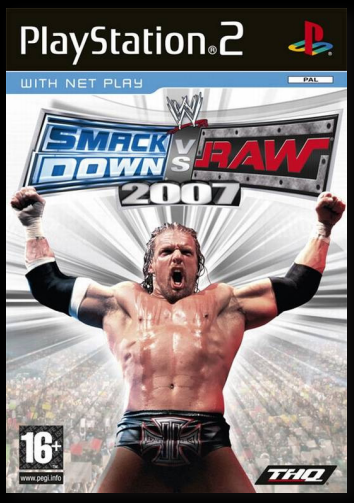
The tables match has also undergone a complete overhaul, requiring players to build up momentum for a finisher and damage their opponent enough before being able to put them through a table, and making one of an opponent's limbs red.

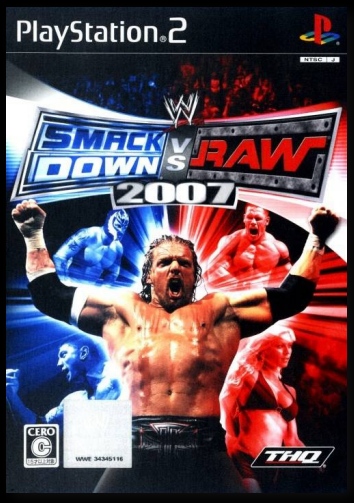
This also marked the first game since WWE SmackDown! Shut Your Mouth to not feature a diva-specific match stipulation with the Fulfill Your Fantasy match from the previous game removed.

The game received praise for presentation and the high amount of content, but was criticized for glitches, including commentary and ring announcing problems, and collision detection issues, with wrestlers being able to skip climbing an occupied ladder, making the Money In The Bank match extremely difficult. The match commentary and ring announcing were problematic in some arenas, such as WrestleMania and the Royal Rumble.

This is the last game in the series to feature Chris Benoit. Initially, he was supposed to be in the follow up game WWE Smackdown vs. Raw 2008 before the double murder and suicide in June 2007.







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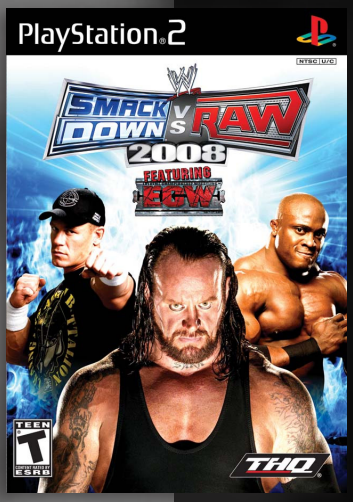
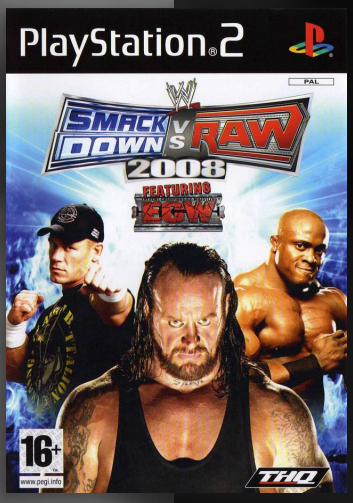
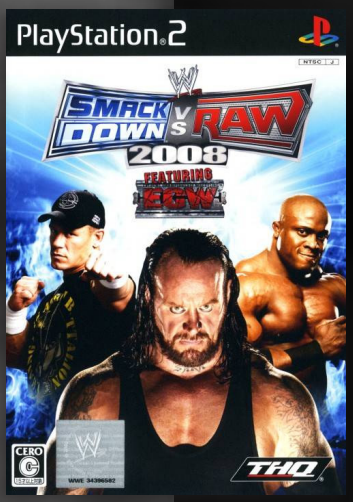
WWE SmackDown vs. Raw 2008







Developer	Yuke's
Publisher	THQ
Release date	(eu) November 9, 2007
Genre	Sports
Mode	1-2 (6) Players

WWE SmackDown vs. Raw 2008 is the ninth edition of the long-running WWE SmackDown vs. Raw series. It is the first WWE game to include the promotion's ECW brand. It is also the first WWE game to be available for all seventh generation video game consoles. The graphics and gameplay are similar to the previous years in the PS2 versions of SvR series.

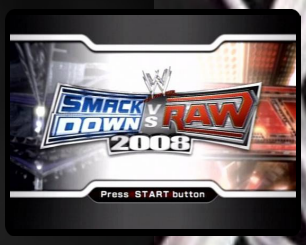
The game also features a new struggle submission system, new weapon choices including guitars, and eight superstar fighting styles, including Showman, Powerhouse, High-Flyer among others. Each player can now choose a primary and a secondary fighting style. It continues the legend trend and new arenas, such as Wrestlemania 23, Unforgiven and Summerslam as well as the classic superstars like Undertaker, Shawn Michaels and Ric Flair. The roster largely depends on the platform, and some versions include wrestlers not available in the other ones.

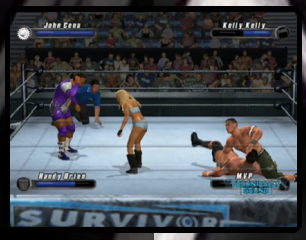
The season and general manager modes of the previous games have been merged into the WWE 24/7 mode, allowing to create a new superstar, play as an existing one or choose to manage someone.

There is also a new Tournament mode with various challenges. Some of the features match types are Iron Man, Battle Royal, Hell in a Cell, Tables, Ladders, and Chairs match, Hardcore, Ladder, Elimination Chamber and Royal Rumble.

The PS2 version received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

This is the first game in the series not to feature Chris Benoit after his double murder and suicide. All material related to Benoit were removed or made unavailable through normal means, including all versions of the crossface and diving headbutt.





WWE SmackDown vs. Raw 2009

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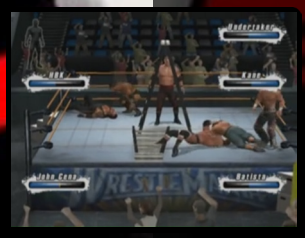
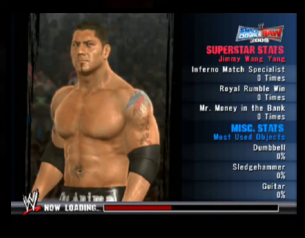
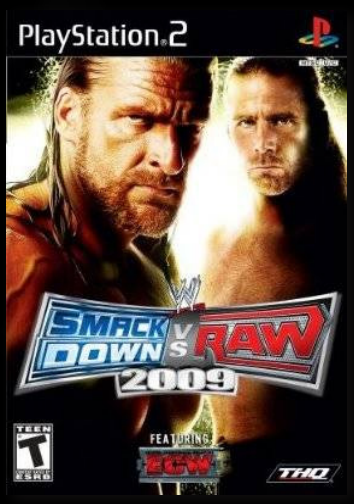
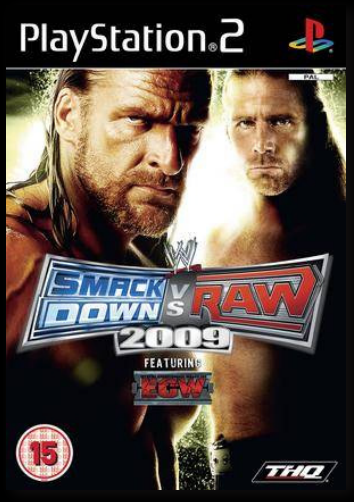








Developer Yuke's
Publisher THQ
Release date (au) November 6, 2008
Genre Sports
Mode 1-2 (6) Players

The 2009 edition features improvements on the tag team action, including a new Hot-Tag mode, tag team finishers, and new actions to help in the match. All versions beside the PS2 feature online play.

As with the previous game, the roster includes over 60 superstars from Smackdown, Raw and ECW. To keep the roster up-to-date, the game includes a roster editor allowing players to change the superstars on it, as well as change their appearance from face to heel. However, this is also the first game in the Smackdown series since Here Comes the Pain not to feature any legends.

Another new feature is Create-a-Finisher, which allows players to create their own unique finishing move out of over 500 different animations.

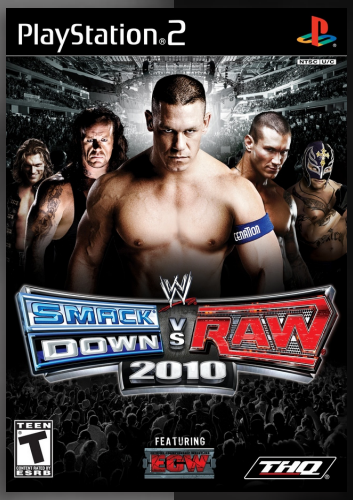
The game includes two different story modes: Road to Wrestlemania and Career mode. Road to Wrestlemania mode allows the player to experience six unique stories involving the wrestlers Triple H, CM Punk, Chris Jericho, The Undertaker, John Cena, and a co-op storyline featuring Batista and Rey Mysterio. Career mode is the replacement of GM Mode from previous games. This mode allows the player to make a career for superstars and upgrade custom wrestlers.

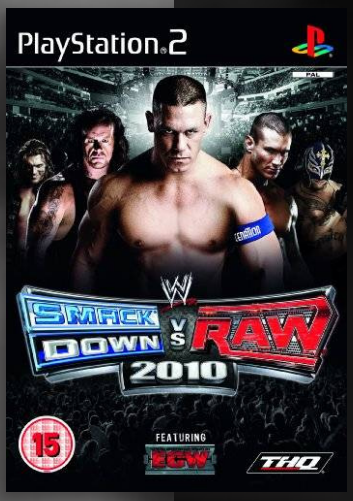
Other features include the Highlight Reel, which lets the player create videos from his matches, new Inferno and Gauntlet matches, as well as new positions in the backstage brawl.

Critics generally praised the Road to WrestleMania. IGN was, however, more critical of the game, calling the gameplay *"noticeably stale"* from previous games and citing the Highlight Reel and Create-A-Finisher modes as limited. GameSpot gave the game 7.5 out of 10, lauding the game's graphics and the large number of moves, match types, single player modes and improved AI. Some aspects of the game's presentation were criticized, particularly movement animations, clipping issues and weak sound effects.

WWE SmackDown vs. Raw 2010

7.7





Developer	Yuke's
Publisher	THQ
Release date	(us) October 20, 2009
Genre	Sports
Mode	1-2 (6) Players

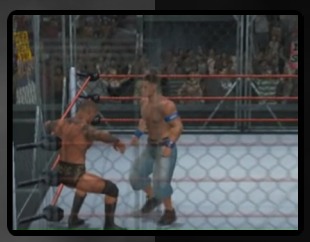
WWE SmackDown vs. Raw 2010 was the last game to feature ECW in its title. Similar to previous games in the series, WWE SmackDown vs. Raw 2010 involves players competing in various professional wrestling matches, either as one of the in-game characters based on WWE's roster or as a character created in the Create-a-Superstar mode. The Create-A-Finisher feature now has aerial techniques, with jumping trajectory and speed customization.

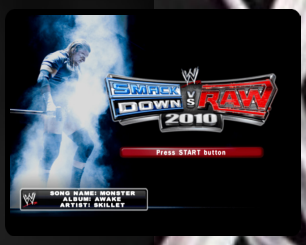
The game adds several new features that primarily enable customization, such as a Story Designer allowing players to create their own playable WWE storylines and Road to Wrestlemania.

Unlike the previous year, the 2010 edition features a Diva-based story involving Mickie James and a story specifically for one of the player's created wrestlers. A co-operative storyline, titled "Brand Warfare", features Triple H and John Cena. The remaining three stories involve Edge, Shawn Michaels, and Randy Orton respectively. This year's Road to WrestleMania mode also includes storylines that branch out through interactive cutscenes before and during WrestleMania XXV.

The game features 67 in-game superstars and divas. The roster is split into six classifications: Raw, SmackDown, ECW, WCW, legends and free agents. Like the previous game, players can choose to change the character's classification in a roster editor called Superstar Management. SmackDown vs. Raw 2010 marks the video game debuts of 13 superstars.

WWE SmackDown vs. Raw 2010 was met with mostly positive reception from numerous video game publications. The majority of positive reviews were for the Xbox 360 and PlayStation 3 versions, however, IGN reviewer Greg Miller gave the PS2 versions 8 out 10, praising the gameplay and additional content featured in the game.





WWE SmackDown vs. Raw 2011

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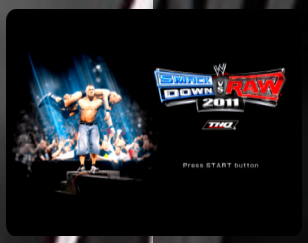
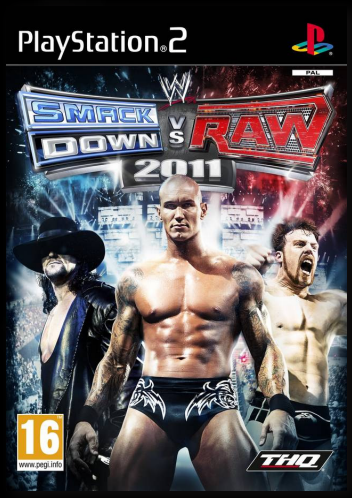
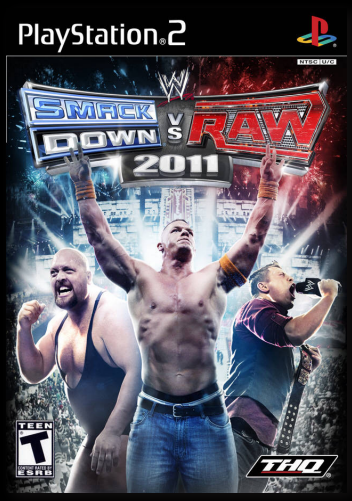


Developer	Yuke's
Publisher	THQ
Release date	(us) October 26, 2010
Genre	Sports
Mode	1-2 (6) Players





WWE SmackDown vs. Raw 2011 is the seventh game in the series and the last game under the SmackDown vs. Raw name, with future installments simply being named WWE. It was the last WWE game to be released on the PS2.

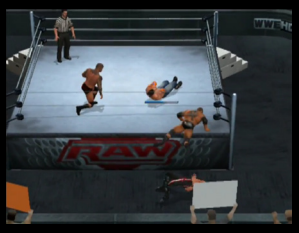
One of the main changes in the game is the incorporation of a new physics system that allows objects to be used more realistically, such as objects involved in the Tables, Ladders, and Chairs match. For the first time since the original WWE SmackDown! vs. Raw game, chairs can be thrown at the player's opponents.

The Hell in a Cell match is revamped with expanded cell walls, weapons underneath the ring, steel steps near the poles, and the cell door is removed. In addition, the game adds new ways to escape the steel cage.

The game's new "WWE Universe" mode replaces the career mode from previous games. The mode builds storylines, and integrates cut scenes and rivalries between wrestlers based on the matches that are wrestled. These cut scenes appear randomly before, during, and after the match.

Road to WrestleMania mode has been modified to include new features such as backstage roaming, mini-quests, and further interaction with other Superstars. Playable storylines involve Rey Mysterio, John Cena, Christian, and Chris Jericho. Along with that is the new storyline in which players choose Kofi Kingston, John Morrison, Dolph Ziggler, R-Truth, or a created superstar in a quest to end The Undertaker's undefeated WrestleMania Streak. Like previous iterations, the game features several storylines starting during the card leading to the Royal Rumble, a time period dubbed the Road to WrestleMania (26th annual).

The game was met with positive to mixed reception upon release. GameRankings and Metacritic gave it a score of 80% and 80 out of 100 for the PS2 version.



WWE All Stars

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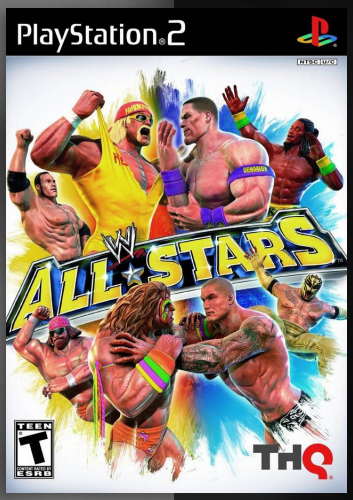
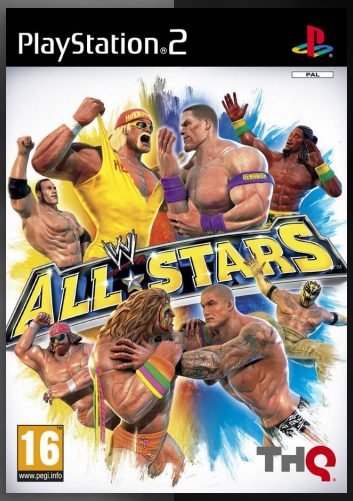




Developer	THQ
Publisher	THQ
Release date	(us) March 29, 2011
Genre	Sports, Fighting
Mode	1-2 (4) Players

WWE All Stars features the current and former WWE wrestlers competing in fast-paced wrestling matches. It is the last WWE video game to be released on the PS2. The game has 3 modes which are Fantasy Warfare, Path of Champions and Exhibition.

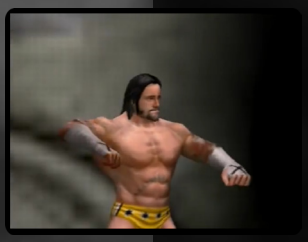
In contrast to the simulation-based WWE SmackDown vs. Raw series, WWE All Stars features arcade-style gameplay along with over-the-top animation and wrestlers bearing a more exaggerated look. The game is a combination of a fighting game and a wrestling game, with combos playing a major factor in gameplay, both on the ground and mid-air. Characters perform exaggerated moves, such as John Cena's Attitude Adjustment, in which he leaps high into the air and Triple H's Pedigree with shock waves running across the ring. The game features commentary from Jim Ross and Jerry Lawler, who is also a playable character.

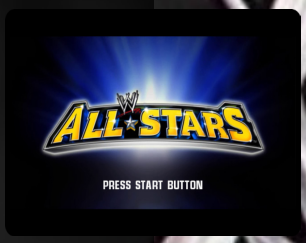
In Path of Champions, players compete in a 10-match gauntlet against the WWE Legends, Superstars and Tag Teams. Along the way, the story progresses with cutscenes from Undertaker, Randy Orton and D-Generation X. Path of Champions presents three unique storylines in a ladder-style tournament: Path of Champions Legends – The Undertaker, Path of Champions Superstars – Randy Orton and Path of Champions Tag Team – D-Generation X.

Fantasy Warfare is a game mode which involves a series of 15 WWE dream matches that pit Legends of the past against a characteristically similar modern-day Superstar. Each match begins with a video promo to introduce the competitors and has a personalized storyline based on the history of those involved.

In Exhibition mode players can play their own matches with chosen superstars and opponents.

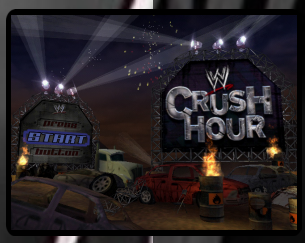
In Create-a-wrestler mode players can create their own superstar, using the moveset of another wrestler, including their finisher.





WWE Crush Hour

5.6



Developer	Pacific Coast Power & Light
Publisher	THQ
Release date	(us) March 17, 2003
Genre	Vehicular combat
Mode	1-2 Players

WWE Crush Hour is a vehicular combat game published by THQ and released in 2003 for the GameCube and PS2. An Xbox version was planned but canceled. Despite what its title might imply, WWE Crush Hour is not a wrestling game. It takes wrestlers of World Wrestling Entertainment into a ring of rocket fire and engine fumes. The game is often compared to Twisted Metal. WWE Crush Hour features the audio commentary by Jim Ross.

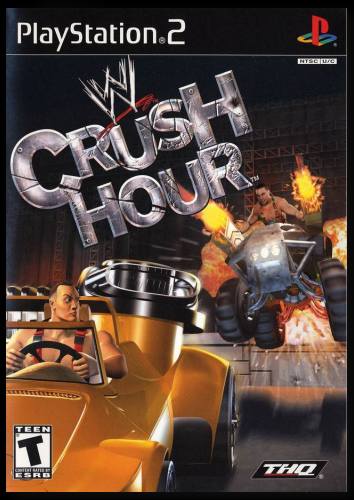
The plot of the game consists of Vince McMahon ending up having control over all of the television networks, making WWE superstars feature on any TV show or commercial that he wants. His newest project, titled “Crush Hour”, a demolition derby-style show featuring weapons.

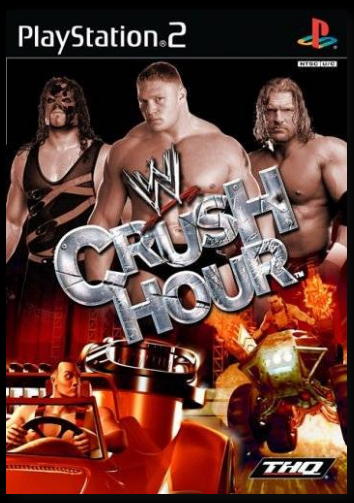
The game feature over 30 of the WWE superstars in their own custom cars (for example, Stone Cold Steve Austin drove a monster truck while The Undertaker drove a three wheel chopper) with guns on them (Primary Weapon), and foreign objects (Optional Weapon) to enhance the destruction of the opponent’s vehicles, and a “Special Move” which will inflict significantly more damage than the other aforementioned weapons. The in-game arenas were based on both WWE television shows and matches

Game modes range from a simple defeat-the-enemy style to challenges that have the player character holding the championship belt for the longest amount of time without blowing up, or taking out the most opponents in the limited amount of time. Multiplayer support is also included.

WWE Crush Hour was officially announced on May 16, 2002 by JAKKS Pacific and THQ. It was released on March 17, 2003 in North America, and on May 15 in Europe. The game was a budget title, and retailed for much less than other licensed games.

The game received “mixed” reviews on both platforms according to Metacritic.





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WWC: World Wrestling Championship

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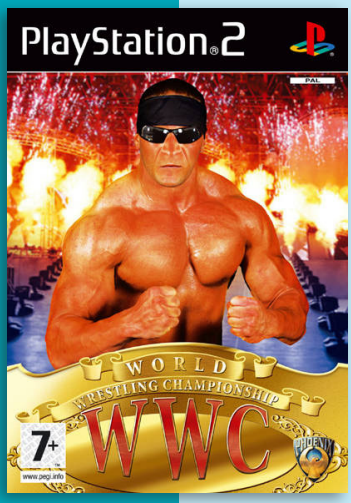

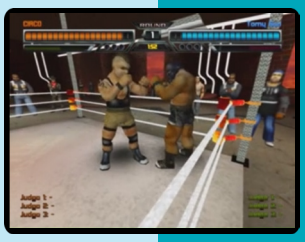

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Sports
Mode	1-2 Players

In World Wrestling Championship or simply WWC players can choose between a single player mode or a one-on-one match with another player. At the start of the game players can only choose from 6 different wrestlers that have vague similarities to licensed characters but there are 30 more wrestlers to fight against. Game modes include Challenge, Friendly Bout and Practice.

P

Wrestle Angels: Survivor

6.0

J

Developer	Success
Publisher	Success
Release date	(jp) August 24, 2006
Genre	Sports, Strategy
Mode	1-4 Players

Wrestle Angels Survivor is a wrestling management simulation and a reboot of the Wrestle Angels series. The player takes the part of a wrestling association president, recruiting and training wrestlers, sending them to matches and other events, and even directing them during matches.

The main mode is the Association mode, where the player must build a team of wrestlers and their company from scratch. The player sets the number of rival associations, the length of the campaign in years, and the number of players.

The game is broken up into months, which each have an office/gym phase and an event phase. In the first phase, the player can recruit or retire wrestlers, schedule training and events, directly coach individual wrestlers, and do a variety of training and business-related tasks. In the event phase, the scheduled events are played out, including exhibition matches and tournaments, and each player can choose to either direct their wrestlers directly with a card-based battle system.

Other modes allow the player to set up free matches of multiple types, including Exhibition, Tournament, and League, with any of the more than 70 wrestlers in the game.

"mobygames.com"

Good Price

Wrestle Angels: Survivor 2

7.5

J

Developer	Success
Publisher	Tryfirst
Release date	(jp) November 6, 2008
Genre	Sports, Strategy
Mode	1-4 Players

Wrestle Angels Survivor 2 follows the same basic template as the previous title, again focusing on the Association mode where the player must recruit a team of wrestlers, training them into the world's top wrestling association. The free match and gallery modes from the original game also return. Compared to the previous title, there are numerous tweaks and updates to the training system, as well as many new wrestlers to recruit bringing the total cast to over 100, but the basic gameplay and progression are identical.

All preorders included a "Doki Doki Angel Voice" character voice CD. The first-print limited edition also includes a bonus "Panic Live Angels" music and drama CD, and comes packed in a cardboard slipcase with different artwork.

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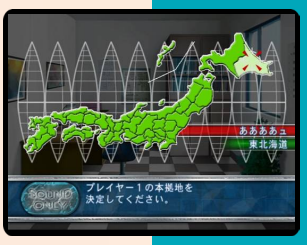


Wrestle Kingdom

Developer	Yuke's
Publisher	Yuke's
Release date	(jp) July 20, 2006
Genre	Sports
Mode	1-2 (4) Players

Wrestle Kingdom is a licensed professional wrestling game by Yuke's. The game combines the top stars of New Japan Pro Wrestling, All Japan Pro Wrestling, Pro Wrestling Noah, and freelancers.

Wrestle Kingdom uses a modified engine seen in previous Yuke's games, the WWE Day of Reckoning series. While not as simulation-based as its Japanese contemporaries, it is also not as frantic and arcade-like as its American counterparts.

Wrestle Kingdom has the basic wrestling video game matches, including singles, tag teams, triple threats, fatal four ways, and battle royals. No specialty matches are featured.

The defining mode in Wrestle Kingdom is the Drama mode. In this mode, players must create a wrestler and train under one of the top stars from each promotion. As they go, they must train to improve their stats.

7.5

J

7.6

Wrestle Kingdom 2: Pro Wrestling Sekai Taisen

J

Developer	Yuke's
Publisher	Yuke's
Release date	(jp) May 10, 2007
Genre	Sports
Mode	1-2 (4) Players

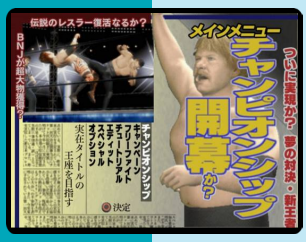
The sequel to Wrestle Kingdom feature three different game modes as well as a create a wrestler option and a variety of unlockables. Wrestle Kingdom 2 features licensed wrestlers for New Japan Pro Wrestling and All Japan Pro Wrestling, as well as a number of freelance workers and legends, but differs from the first installment by not including characters from Pro Wrestling Noah.

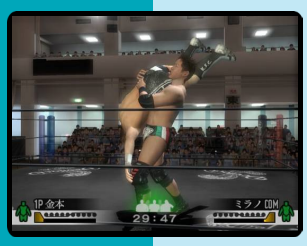
The game features three separate modes for game play. Unlike the previous game, there is no drama mode nor anything that resembles a story or season mode.

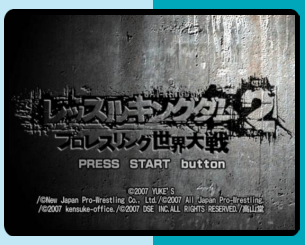
The player can select a variety of different matches. The types of matches include Single Match, Tag Match, Three Way Match, Handicap Match, Four Way Match, Five on Five Team Battle, and Gauntlet. The four preset match types are Normal, Hardcore, Shoot Rules, and MMA Rules. The match rules can be altered to make other types of matches, for instance turning off all match finishes but submission creates a submission match, but the match style does not vary. There are no cage matches or other similar matches that involve more alterations than just changing the rules of a normal match. By winning singles matches with certain wrestlers, video interviews are unlocked.

When winning a championship players unlock a photo and history of that championship. Winning a championship with certain wrestlers unlocks hidden wrestlers. The championships available are the IWGP Heavyweight Championship at the G1 Climax, the IWGP Junior Heavyweight Championship at Best of the Super Juniors, the Triple Crown Heavyweight Championship at Champion Carnival, and the World Junior Heavyweight Championship at the Super J-Cup.

Wrestle Kingdom 2 features a variety of extra material. In the trophy section you can view wrestler bios and as the game progresses you can view unlockables like video interviews and title histories. The bios include character stats, championship history, and in some cases digital autographs.







WWI: Aces of the Sky

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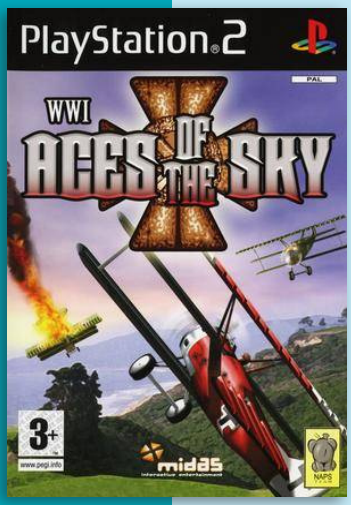


Developer	Naps Team
Publisher	Midas Interactive Entertainment
Release date	(eu) September 1, 2006
Genre	Action
Mode	1 Player

WWI: Aces of the Sky vehicle based shooter set during World War I in which the player will control a biplane.

The game offers thirty missions witch take place above both land and sea. Players will take on enemy aircraft like bombers as well as ships on the sea and trains on land. During missions it's possible to land on airfields where the plane can be repaired, get new fuel or switch planes.

P

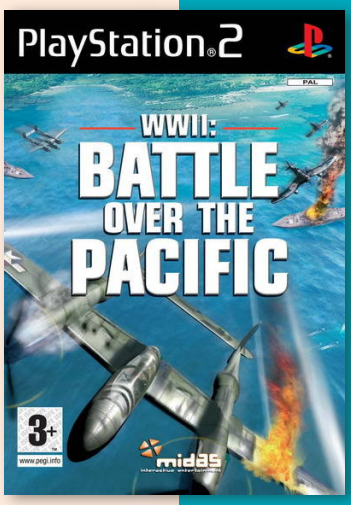
WWII: Battle Over The Pacific

6.1

P

Developer	Naps Team
Publisher	Midas Interactive Entertainment
Release date	(eu) September 29, 2006
Genre	Action
Mode	1 Player

WWII: Battle Over the Pacific is a World War II-themed arcade-style flight simulator. The player takes control of a pilot fighting for the Allies to dominate the Pacific. The action is viewed from a third-person perspective. The protagonist fights enemy aircraft, tanks and battle ships, as well as bomb enemy installations. It is possible to land on carriers for rearming, repairing and switching to another aircraft type.

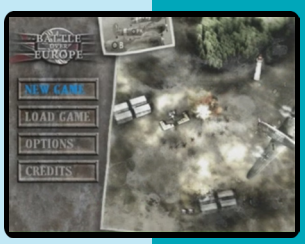


WWII: Battle Over Europe

Developer	Midas Interactive Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) October 19, 2007
Genre	Action
Mode	1 Player

WWII Battle Over Europe is the sequel to Pacific Warriors II: Dogfight set during the European theater of World War II.

The game is played from a third person perspective in and lets the player control a fighter plane from either Germany or Britain. Both the British RAF and German Luffwaffe have their own campaign in which the player will battle over Britain and Normandy among others.



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WWII: Soldier

4.7

P

Developer	Midas Interactive Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) November 11, 2005
Genre	First-person shooter
Mode	1 Player

WWII: Soldier is a single player first-person shooter in which the player has to rescue a captured American general during World War II. The general is being held in a castle located in the Swiss alps deep in enemy territory and apparently holds vital information regarding the war.

The game can be played on three difficulty levels: easy, normal or hard. Weapons include: a rifle, single or twin pistols, grenades and a sub-machine gun. Useful items can be found by searching killed German soldiers.

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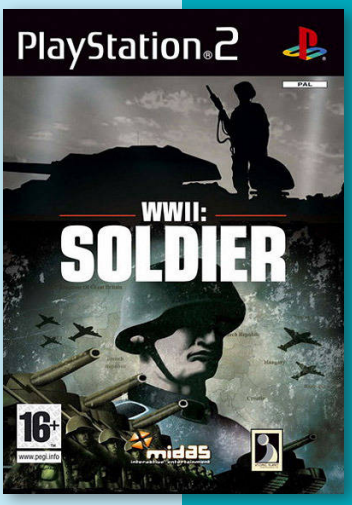
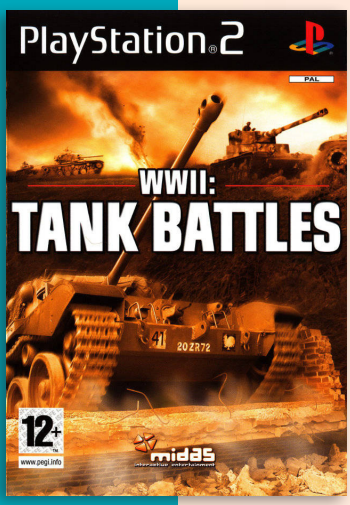


WWII: Tank Battles



Developer	InterActive Vision Games
Publisher	Midas Interactive Entertainment
Release date	(eu) April 28, 2006
Genre	Action
Mode	1 Player

WWII: Tank Battles is a single player third person shooter game in which the player controls a Allied or German tank and will take on various missions set during World War II.

The game is divided into 2 campaigns: Western Allied (particularly American and British) and German, each with ten missions. In each level players can choose historically accurate tanks, of which there are five for each side, including lightweight scouts, Tiger tank and Sherman tank, among others.

Missions takes place in Normandy, the Ardennes and North Africa, as well as other places. Missions range from protecting ground units to finding enemy bases and can be played on three difficulty levels: rookie, veteran and elite.

By completing missions players will be given to upgrade points to boost tank power and defensive armor.

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5.5

P

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EACH X-MEN HAS EXPLOSIVE AND UNIQUE SUPERHERO POWERS TO TAKE ON OTHER X-MEN—IT'S THE MOST INTENSE FIGHTING YOU'VE EVER EXPERIENCED.

USE INCREDIBLE COMBINATIONS AND UNIQUE CHARACTERISTICS TO BRING 24 DIFFERENT X-MEN MUTANTS TO LIFE!

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X-men Next Dimension is the only console fighter game that carries epic super hero showdowns across expansive 3-D Levels.

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activision.com

X-Men: Next Dimension

6.1

Developer Paradox Development
Publisher Activision
Release date (us) October 15, 2002
Genre Fighting
Mode 1-2 Players

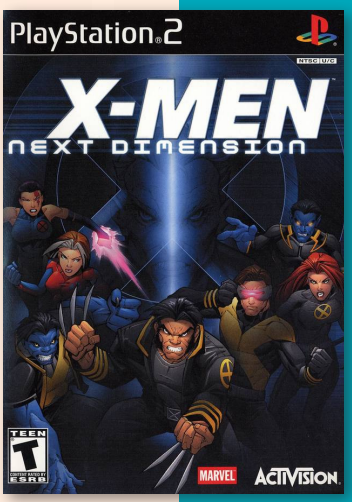
X-Men: Next Dimension (alternatively titled X-Men: Mutant Academy 3) is the third installment in the X-Men: Mutant Academy fighting game series, following X-Men: Mutant Academy and X-Men: Mutant Academy 2.

Next Dimension expands upon the concept of the first two games by adding several new characters, 3D maps, and a story mode, which allows the player to fight a series of battles in between short movies that move the plot along.

The game's plot serves as a sequel to the events of the comic story "Operation: Zero Tolerance". Narrated by Patrick Stewart (reprising his role as Professor Charles Xavier from the X-Men movies), the story is built around the Prime Sentinels retrieving the head of Bastion, and Bastion's subsequent attempt to wipe out mutant-kind.

X-Men: Next Dimension is a fighting game in which the player can choose between up to twenty-four available characters. The game features an extensive combo system, including normal chains, air juggles, and air launchers. Beside the basic blocking system, characters have various counter-attacks available, specific to the type of attack the player is countering. In addition to standard attacks, the player can execute super attacks by pressing two punch or kick buttons simultaneously. These include blasts or beams, some of which can stun an opponent, as well as physical attacks that have special effects. There are several different types of super attacks, each having four different levels of power.

While in Story Mode, only a limited set of characters are available for each battle; Arcade Mode allows the player to select from any of the playable characters in a series of eight battles. The Two-Player Versus Mode also allows players to choose from any of the unlocked characters. The game also features a Survival Mode, in which a single player is pitted against a never-ending flow of computer-controlled opponents in a test of endurance.



N P

CLAWS 'N' EFFECT

by: Dean Evans@ PlayStation 2 Official Magazine (AU) October 2002 #07

Scowling superhero and sometime X-Man Wolverine is set to star in his own 3D adventure from Activision. But games based on comic books haven't had the best of reputations. OPS2 visits Genepool Software, developer of Wolverine's Revenge, to discover if justice will be done to everyone's favourite hirsute mutant.

Of all the X-Men, Wolverine is arguably the most videogame-friendly. He's a man with a mysterious past, and therefore comes with a ready-made 'who am I?' plot. As a one-time assassin, his abilities peg him as perfect 3D adventure material - an expert in close-quarters combat, incredible healing properties, enhanced senses, an adamantium-laced skeleton and retractable claws. A game based on fellow mutant Cyclops would simply be a shallow 3D shooter while Jean Grey's telepathic abilities only lend themselves to a giant X-men version of Tetris. Something based on Storm could be interesting; the ability to unleash *Colin McRae Rally 3*-style weather effects would be very pretty, but it's hardly got the makings for lasting gameplay.

Wolverine, on the other hand, is a one-man army. In his current comic incarnation, and like Hugh Jackman's portrayal of him in the X-Men movie, Wolverine is less a spandex-clad vigilante and more a scowling biker anti-hero. *Wolverine's Revenge* hopes to take advantage of this moody magnificence. While the game mechanics sound like standard fare [third-person view, jumping, fighting, object collection] the game itself is anything but. Even now this 3D combat adventure is blessed with fantastically detailed graphics, a dark design and an intuitive, satisfyingly acrobatic combat system. The game's developer, Genepool Software, is building eight huge levels, each one dotted with puzzles, populated by enemy guards (with night-vision goggles, body armour and so on) and protected by super villains.

Although *Wolverine's Revenge* isn't due for release by Activision until 2003, OPS2 went to Genepool HQ for more information. There we talked to Development Manager Craigh Housten about his latest project.

X-MAN

The 3D adventure game is an overcrowded one, so

with *Wolverine's Revenge* Genepool is trying to do something a little bit different from the rest of the pack. Designed to embrace Wolverine's abilities, the game features a powerful superhero storming his way through a massively forefront, backed by an intriguing and surprising story line. In the game, Wolverine discovers that the same shadowy Department H that laced his bones with adamantium also implanted him with a fall-safe killer virus. Due to his natural mutant healing, Wolverine has not been aware of its existence. However, at the beginning of the game the virus has become active and with only 48 hours to live, he returns to seek the scientists that created him in the hope for finding a cure...

X-CITEMENT

A criticism that's often been levelled at 3D combat adventures is that the way you play one level is the method you use to play them all. There are few surprises. So the most important design element in developing *Wolverine's Revenge* is variation. "We've planned eight levels, including both indoor and outdoor environments - claustrophobic prisons and caves on the one hand, sprawling military bases and forests on the other," explains Houston. "Throughout

the game, Wolverine has access to a range of standard and special moves - big, choreographed combat sequences that can be executed quickly and easily. The characters on the early levels are generally soldiers and guards, mere mortals. But as the game progresses, Wolverine starts to encounter tougher characters - enhanced humans, then robots [Void Droids] and an array of super villains 'bosses' which include arch-enemies Sabretooth, Magneto and Juggernaut."

Craig Houston

X-HILARATION

"One of the elements we're most proud of in *Wolverine's Revenge* is the combat. We found that a lot of 3D adventures often have a simplistic fighting system. It's just bash-bash-bash, using the same button or a combination of several buttons. When you get a character like Wolverine who is extremely agile and can do all sorts of moves, you want to add special attacks to the basic punch and kick arsenal." The key was to devise a control system that offered variety without becoming too complex and unwieldy. In *Wolverine's Revenge* the developers has implemented the use of a single action button to pull off a range of special pre-choreographed moves. "These moves are only available at certain times," continues Houston. "When a directional indicator appears on the floor and the word 'Strike' flashes up on the screen, then something special is available. These big combat sequences are based on the context of those around you. There are moves for dealing with two or three people and for enemies attacking from different angles. So Wolverine might pull off a flying head-butt, a spinning drop-kick, or a savage multiple stabbing, it depends on the situation."

X-TREME

"Wolverine is a though character, with the ability to fight with or without his deadly claws extended. So we had to deal with the fact that he should be able to decimate his human opponents. It became clear that we needed to put a lot of them in. Obviously these guys realise they won't get far attacking Wolverine on their own, so the AI will make them gang up or attack with bigger weapons - flamethrowers or rocket launchers for example." Wolverine can also pick up his human opponents, use them as weapons, or even cruelly throw them onto a minefield to detonate the explosives. "We've also designed points where Wolverine can remotely control robots or man gun emplacements, adding a projectile element to the gameplay which the character wouldn't normally have."

X-PERIENCED

In addition to his fighting skills, Wolverine has heightened senses. At different points during the game the player can take advantage of these senses in a variety of ways. Using his enhanced vision, for example, Wolverine can make out footprints on the ground, highlight buried mines, even see the heat glow around a hidden enemy. Wolverine also has the power to sense the location of objects that are needed to solve puzzles. With these abilities in mind, some levels are darker and slow down the action to the tense pace of a survival horror.

Unfortunately, Wolverine can't use his mutated senses while fighting. Some levels are better played using stealth where you sneak past guards and bypass security systems rather than fighting. "Our next job is to develop a controller rumble for Wolverine's senses, so you can 'feel' danger before you can see it," says Houston.

X-PANSION

Wolverine's Revenge also has a cerebral side. "On the game's prison level, Wolverine can use a guard's uniform to move around undetected, unless you do something aggressive like pop his claws out. On another level, Wolverine can stand in a freezer compart-

ment to lower his body temperature, enabling him to sneak past a thermal security scanner. There are little puzzles throughout the game." And to point Wolverine in the right direction, Professor Xavier (voiced by Patrick Stewart) offers advice as you progress. "There's nothing worse in a third-person adventure than running around wondering where to go or what to do. We've tried to avoid that as much as possible."

X-PERIMENTATION

It's hard not to spot some influences from *Spider-Man*, particularly because it's also a superhero game. Houston and his team also acknowledge this: "The original *Spider-Man* game on the PSone was the first one that didn't compromise the character. Usually the problem with superhero games is that people find all sorts of devices to impose gameplay strictures, for example, 'Superman's lost his powers, pick up the coins to earn the right to fly again...' Staying true to the comic book character, his powers and limitation, is something that *Spider-Man* did very well. In contrast, Batman never seems to appear in a good game, although *Batman: Vengeance* was a reasonable attempt. That was a game we looked at quite a lot. I'm quite the fan of the animated series on which it was based and we used it as an inspiration for some of our cut-scenes. But *Vengeance* over-complicated everything. The developer tried to incorporate all of Batman's abilities, so it was very stop/start in nature. We've had to be very aware of this pitfall."

X-PECTATION

Wolverine's Revenge is currently at an early development stage and isn't due for release until 2003. There's a long way to go, but the game is already changing from the team's original vision. "Certain elements have evolved and become a much bigger part of the game than we first thought," explains Houston. "The big moves, for example. We originally thought that we might go for a more traditional *Tekken*-style combat system with the special moves hidden away in combos. But when you have so many buttons that are required for other Wolverine controls such as activating his senses and whipping out the claws, a combo system wasn't really suitable. We felt that complex controls don't let you do what you want to do the most. That is, to pull of the spectacular superhero moves Wolverine is known for." Because you'll want to be able to do everything straight away, *Wolverine's Revenge* lets you do everything straight away. You don't need to discover buried actions or learn them along the way. "Every time you pull of a special Wolverine move," continues Houston, "you earn points. You'll eventually be able to exchange these for rewards on the front-end, such as additional costumes, galleries or production art. That blue and yellow costume might also be there..."

Conveying the sheer scale and ferocity of the character's abilities was always going to be a big challenge, but *Wolverine's Revenge* already has a variety to its gameplay that hasn't really been seen before in this type of game. On top of the core adventuring, the game features puzzle-solving and action with an emphasis on spectacular superhero combat. Boss battles add different combat elements again, pitting Wolverine against arch-enemies such as Juggernaut, Sabretooth and Wendigo.

"We've designed a dynamic camera system to keep all of the combatants in view, and a dynamic musical score to heighten the sense of tension as you play. Even now the results are great fun to watch - our artists and animators are doing a stunning job!" Houston is certainly confident in his creation, and if our first look is anything to go by, there'll be claws *("Ba dum tss!")* for celebration when it lands on PS2s around the world.

HAPPY AS LARRY

The script of Wolverine's Revenge is penned by comic industry veteran, Larry Hama.

Hama began his writing/editing career working on *Crazy Magazine* at Marvel. From this humble beginning, he went on to write all 166 issues of *GI Joe: A Real American Hero* between 1982 and 1994. After the roaring success of GI Joe, Hama was asked to breathe life into the slumping Wolverine series and was responsible for much of the detail concerning the character's history, Department H and the Weapon X program.

After stints on *Daredevil*, *Conan*, *Batman* and *Gen X*, Hama plans a new four-shot Wolverine series entitled *Logan, Year Zero*. Trivia buffs may be interested to learn that Hama played a Korean soldier in an episode of M*A*S*H ('Korean Surgeon') and has been quoted as saying that his dream comic project would be a fantasy series entitled *The Ghost Of Elvis vs The Killer Bimbos From Beyond the Bermuda Triangle*.

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X2: Wolverine's Revenge

5.8

Developer	GenePool
Publisher	Activision
Release date	(us) April 14, 2003
Genre	Action-adventure
Mode	1 Player

X2: Wolverine's Revenge was released as a promotional tie-in to X2 but featured an original story by famed comic book writer Larry Hama, and does not take place in the continuity of the film series, but had a closer resemblance to the Marvel Universe instead.

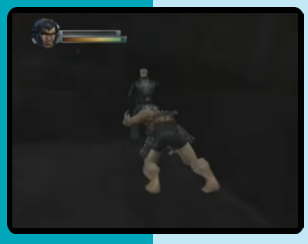
In X2: Wolverine's Revenge, the player helps Wolverine fight his way past the heavily guarded areas of the Weapon X Facility to piece together fragmented clues to Wolverine's murky past and to save his life. Wolverine has 48 hours to find an antidote to the deadly Shiva Virus circulating in his bloodstream and the clues point to the Weapon X facility, the Canadian fortress where he had his skeletal structure fused with adamantium.

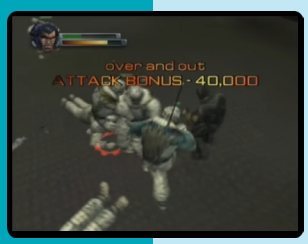
The action is played from a third-person perspective as players fight a number of armored soldiers, mutant creatures, and archenemies such as Sabretooth, Magneto, Wendigo, Lady Deathstrike, and Juggernaut. While Professor X is able to assist Wolverine with powers of telepathy, Wolverine must ultimately carry out his adventure alone. To that end, players must use Wolverine's unique talents to overcome all manner of obstacles. Wolverine will be able to hunt and track his prey using his heightened sense of smell and ability to detect body heat. As Wolverine makes his way through the military compounds, he will need to avoid defense systems and guards, and find ways into locked rooms to discover the information he needs to survive.

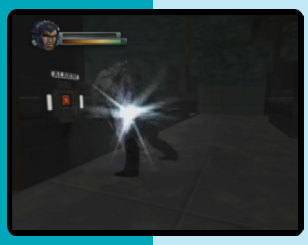
Bonus objectives include finding hidden Wolverine comic covers and dog tags to unlock secrets such as new costumes and improved abilities.

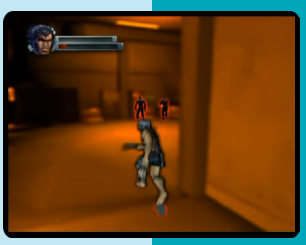
A significant feature has Mark Hamill providing the voice-over for Wolverine in game. While Hugh Jackman's likeness is on the cover and promotional material, the character model in game is based on the comic books. Patrick Stewart reprises his film role as Professor X in game.

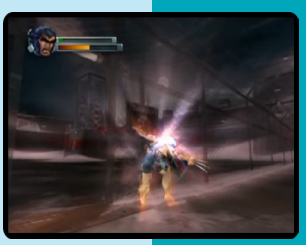
The game received generally mixed reviews upon release, with reviewers praising the voice acting, while criticising the slow combat, lack of mid-level checkpoints, and for being too hard.







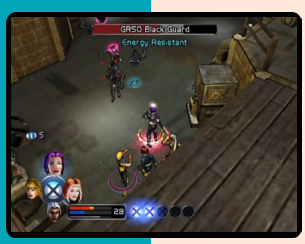




X-Men Legends

7.9

Developer	Raven Software
Publisher	Activision
Release date	(us) September 21, 2004
Genre	Action role-playing
Mode	1-2 (4) Players



In X-Men Legends, players can play as one of fifteen X-Men characters, with the ability to switch between four computer- or human-controlled characters at any time.

The game follows Alison Crestmere, a young mutant who has the ability to summon and control volcanic activity. As Alison is taught to control her powers at the X-Mansion, the X-Men are sent on several missions. Eventually the X-Men learn of Magneto's plan to cover the Earth in darkness from his base on Asteroid M.

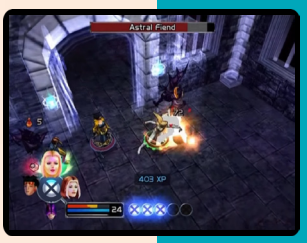
X-Men Legends is an action role-playing game. Players choose a team of up to four characters from a larger group of X-Men. As players proceed through the game additional X-Men are unlocked. Up to four players can play in the cooperative campaign, with the ability to add or remove players at any time. Cooperative play features a refined combat system and the ability to interact with NPC's. The game also features a skirmish mode, which allows players to fight against each other or against waves of computer-controlled enemies.

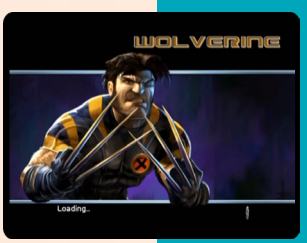
As characters gain experience points players can upgrade their four main powers and other abilities unique to that character. Items found during gameplay can also be equipped to further enhance a character's abilities. Characters can combine attacks to create a combo, in which two or more players use their mutant powers on a single enemy at the same time.

The initial concept for the game featured turned-based gameplay, similar to a Final Fantasy game. However, Raven Software concluded that players would prefer more action that allowed control of the character's super powers. The genre switch proved problematic to maintaining the team aspect of gameplay.

X-Men Legends received generally positive reviews from critics. Reviewers praised Raven's variation on cel-shaded graphics. The gameplay was also lauded for its role-playing elements, character powers and melee combat, but reviewers found that the AI was lacking.

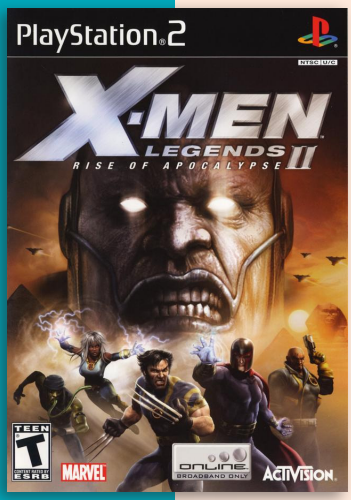
J N P

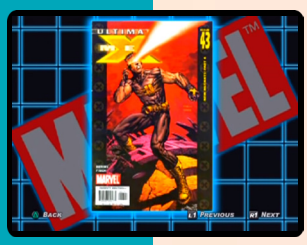




8.2

X-Men Legends II: Rise of Apocalypse





Developer	Raven Software
Publisher	Activision
Release date	(us) September 20, 2005
Genre	Action role-playing
Mode	1-2 (4) Players

X-Men Legends II: Rise of Apocalypse is set after the events of X-Men Legends and features the mutant supervillain Apocalypse as the primary antagonist.

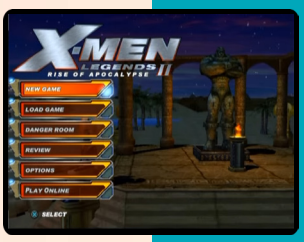
The developers intended the game to have a greater sense of scale than its predecessor, and writers created a story where the villains known as the Brotherhood of Mutants would need to ally themselves with the heroic X-Men to defeat a greater threat. High quality cinematics were created by Blur Studio. Online multiplayer was also added.

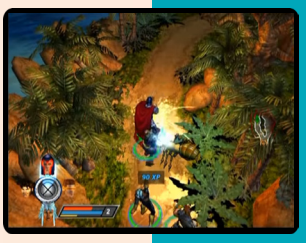
The player controls a party of four characters, though only one at a time can be controlled directly. Beside switching the characters for combat purposes, the player is often obliged to do so, because some of the tasks in the game require the specific abilities of a certain mutant. For example, Iceman can put out fire, Magneto can generate a metal bridge across a gap, etc.. Most of the time, however, is spent in combat, collecting loot and acquiring experience points. Unlike the first game, items dropped by enemies are random. The character will level up, become stronger, and learn new skills. The player can opt to allocate all the experience and skill points manually.

Each character has several different skills based on their mutant powers. These include melee, boost, projectile, traps, and others. Each character can also learn powerful super skill: for example, Cyclops has a super beam attack that can hit multiple targets; Wolverine has a spinning attack that inflicts heavy damage; Magneto has a metal attack, crushing everything in sight by manipulating metal objects in the environment, etc.

New in the sequel was the on-line multiplayer with both co-operative and six competitive modes. Four players can play on a single console by plugging in additional controllers at any time.

The game was well received by gaming critics. Critics felt that the inclusion of online play, additional mutant powers, and a larger cast made the game an improvement over its predecessor.

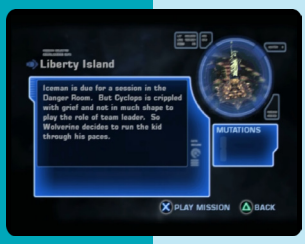


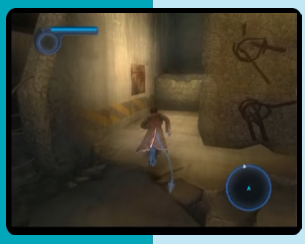


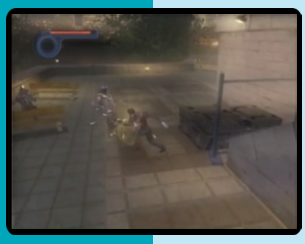
X-Men: The Official Game

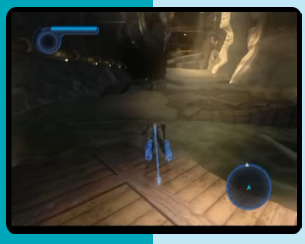
5.2

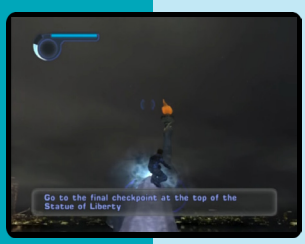
Developer	Z-Axis
Publisher	Activision
Release date	(us) May 16, 2006
Genre	Beat-'em-up
Mode	1 Player











N P

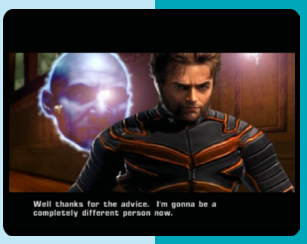
X-Men: The Official Game is a tie-in video game to the 2006 film X-Men: The Last Stand. The game covers the events between the films X2 and X-Men: The Last Stand, specifically following the characters of Wolverine, Iceman, and Nightcrawler. It also bridges the gap between the two films, explaining why Nightcrawler is not present for The Last Stand, and also introduces new foes to the X-Men film canon, such as HYDRA.

Players control the actions of several X-Men related characters, most notably Wolverine, Nightcrawler, and Iceman, as they uncover a plot to eradicate mutants. The three playable characters have distinct fighting abilities. Wolverine fights from a fixed third-person view; players essentially has to "button mash" their way through hordes of soldiers and X-Men villains as Sabretooth and Lady Deathstrike. Iceman can fly; his abilities are widely used when he traverses the ice bridge to fly out and save places such as a nuclear power plant and the Statue of Liberty. As Nightcrawler, the player views the world from a free third-person perspective; he possesses a teleportation ability, which allows him to drop on his enemies while getting the missing Cerebro parts and saving the Brooklyn Bridge from Mirror Man.

The game uses several voice actors from the X-Men film franchise. From the films, returning are Hugh Jackman, Alan Cumming, Shawn Ashmore, Patrick Stewart, Tyler Mane, and Eric Dane.

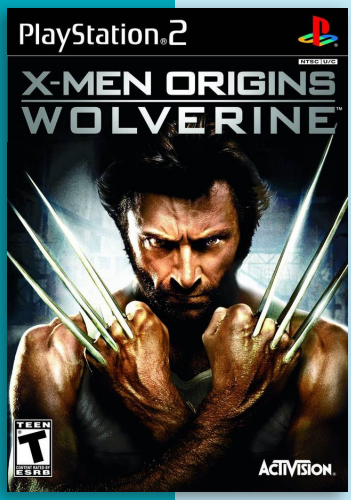
Zak Penn and Chris Claremont co-wrote the story for the game. Penn is the co-writer of X-Men: The Last Stand, and Claremont was a longtime writer of the X-Men comic books, establishing the personae for many of the "new" X-Men team, which featured then new members Storm, Nightcrawler, Colossus, Banshee, and Wolverine. Claremont is perhaps best known for the Dark Phoenix Saga.

X-Men: The Official Game, along with most other games published by Activision that had used the Marvel licence, was de-listed and removed from all digital storefronts on January 1, 2014.



X-Men Origins: Wolverine

5.1



Developer	Amaze Entertainment
Publisher	Activision
Release date	(au) April 29, 2009
Genre	Beat-'em-up
Mode	1 Player

X-Men Origins: Wolverine is a hack and slash action-adventure game loosely based on the film of the same name. The story is a combination of the Wolverine backstory explored in the film and an original plot created by Raven Software, which was influenced by major events in the X-Men comic series.

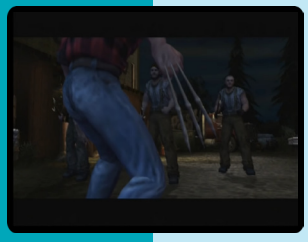
The game release coincided with the release of the film for the PS3, Xbox 360, Windows, Wii, PS2, Nintendo DS, and PSP. The game was developed primarily by Raven Software through the use of Unreal Engine technology. Amaze Entertainment developed the Wii and PS2 ports and Griptonite Games developed the PSP and DS ports.

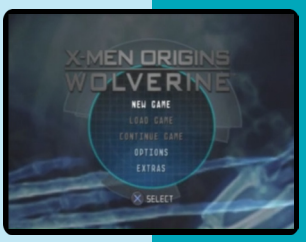
X-Men Origins takes influences from games such as God of War and Devil May Cry with a third person perspective.

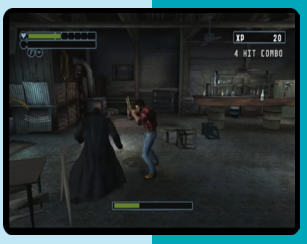
Combat relies on three options - light attacks, heavy attacks, and grabs. Another form of attack is the lunge, which allows Wolverine to quickly close the distance to an enemy. Wolverine can also use the environment to his advantage, such as by impaling foes on spikes. During combat, Wolverine's rage meter builds up, and when full allows him to use more devastating attacks, like the claw spin and a berserker mode, which increases Wolverine's claw strength until his Rage Meter empties. XP is collected from defeating enemies, destroying elements and accumulating collectibles. The XP is used to level up, and each new level results in gaining skill points, which are used to purchase upgrades.

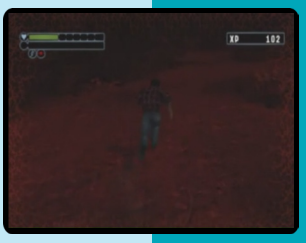
The PS2 and Wii versions are less graphic, with less language and slightly different combat. Feral senses are still obtained, which can detect doors, traps, enemies and sentinel observers, and lunges must be performed at closer distances.

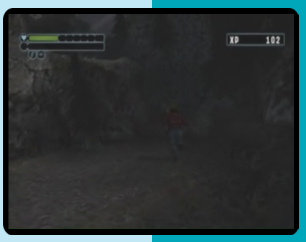
The different reception based on the game port was confirmed by the review aggregators GameRankings and Metacritic. While the ranking for PC, PS3 and Xbox 360 on both aggregators was around 75/100, the Nintendo DS', PS2's, and Wii's rankings stood significantly behind, with the PSP port ranked around the middle.

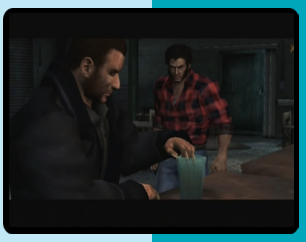






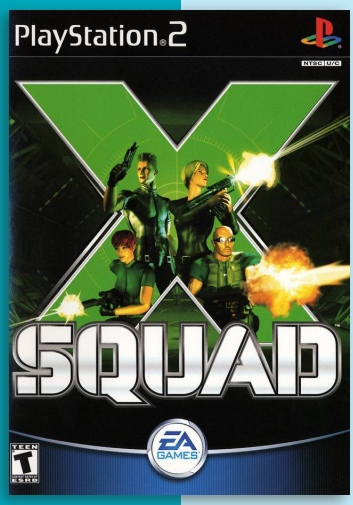




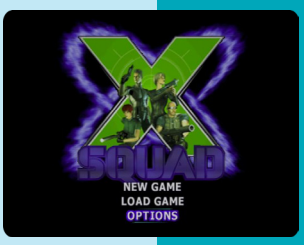


X-Squad

6.4



Developer	Electronic Arts
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(jp) August 3, 2000
Genre	Third-person shooter
Mode	1 Player



X Squad, released as X-Fire/Crossfire in Japan, is a third-person 3D squad-based shooter. THe game was released as a launch title for the PS2.

Players take control of Ash, the leader of X-Squad, along with his teammates Maya, Melinda and Judd. Set in 2037, W-Squad has been defeated, Doctor Bianca Noble has been kidnapped and her experiment Project Medusa has been stolen.

The player directly controls Ash; his three companions are controlled by the AI, but the player can issue general orders to them. Ash can crouch and roll to evade enemy fire. The gameplay is predominantly action-oriented; Ash and his friends have to deal with enemy soldiers, automated guns, and boss enemies. Other tasks are usually confined to hitting switches in order to open doors.

On release, Famitsu magazine scored the game a 30 out of 40.

J N P

X-treme Express

7.1

J P

Developer	Vingt-et-un Systems
Publisher	Syscom, (eu) Midas Interactive Entertainment
Release date	(jp) February 21, 2002
Genre	Racing
Mode	1-2 Players

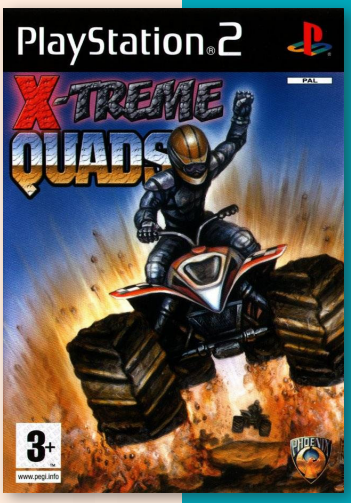
X-treme Express is about racing trains, which vary from North America, Europe and other parts of the world.

The goal in Grand prix mode is to get to the finish line first, although on each track players race to the end and then in reverse in two different races. The other modes are Tour, in which players complete a number of tests and scenarios to unlock more trains; Free mode, where players can choose what track they race on and the time of day the race is on; and VS mode, where players can play against other players. The difficulty setting can be changed to suit the player's skill level.

There over 80 trains in the game, some of which are themed, and 10 tracks to race on.

X-treme Quads

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 4, 2005
Genre	Racing
Mode	1 Player



X-treme Quads is a single player racing game developed and published by Phoenix Games in 2005.

Players can choose from twelve XTreme Quad bikes and race on nine different XTreme racing tracks that players will have to win to complete the championship. The tracks feature different terrain and jumps.

P

Xiaolin Showdown

Developer	BottleRocket Entertainment
Publisher	Konami
Release date	(us) November 14, 2006
Genre	Action-adventure, Beat 'em up
Mode	1-2 (4) Players

4.2

N P

Xiaolin Showdown is based on the animated series of the same name from Warner. It is a fighting game where players take the role of the four main characters of the show; Kimiko, Omi, Raimundo and Clay. The game supports 4 simultaneous players in story mode. If there is only one player, the other 3 are controlled by the computer. Players can also unlock 2 additional characters: Jack Spicer and Chase Young.

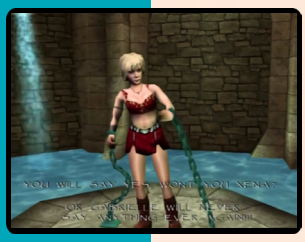
The players must defeat waves of enemy robots to collect Shen Gong Wu artifacts to increase their power and defeat series of enemies, until they are able to face Mala Mala Jong and put an end on the plans of the evil boy genius, Jack Spicer. Each Shen Gong Wu provides a new power, like locking nearby characters or punching the ground for area damage. Additional Shen Gong Wu can be bought using coins collected during the game.

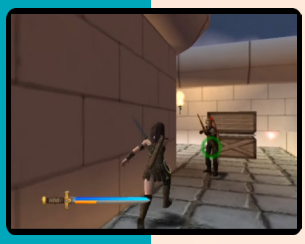
The gameplay is inspired by party fighting games, like Power Stone and Super Smash Bros. You can chain combos with button combinations, jump and give flying kicks.

Between the game levels, there are showdowns, where the characters have to bet a Shen Gong Wu. The one that wins the challenge chooses a Shen Gong Wu from the player who lost.

Xena Warrior Princess

4.0





Developer	EM Studios
Publisher	Blast! Entertainment
Release date	(eu) December 15, 2006
Genre	Hack and slash
Mode	1 Player

Xena: Warrior Princess is a hack and slash action game based on the television series, Xena: Warrior Princess, which aired from 1995 to 2001.

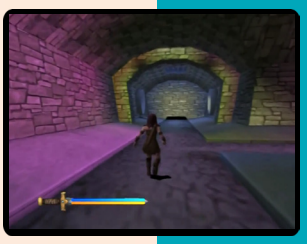
The game's story involves the evil sorceress Kalabrax, who escapes after centuries of imprisonment and plots revenge against the world, and against the gods who imprisoned her. She must sacrifice a queen for her spell to gain maximum power. With help from her allies, Kalabrax captures Gabrielle, the Queen of the Amazons. Xena, the warrior princess, embarks on a journey to rescue Gabrielle, while facing various villains along the way.

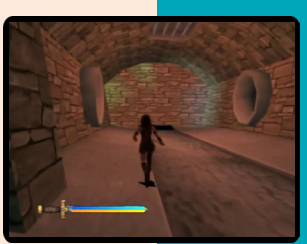
The game is played from a third-person perspective and consists of linear hack and slash and action gameplay, with some platform-jumping and puzzle-solving sections.The game features 21 levels.

The player controls Xena, who must defeat all enemies and complete tasks to proceed through each level of the game. Xena can carry out numerous attacks through a combination of button commands performed by the player. If the attack is executed successfully, Xena lets out her signature warrior scream. Xena can run, jump, kick, slash, and block enemy attacks, as well as perform groin kicks and cartwheels.

The player can also use power-ups found throughout the game. Power-ups can replenish the player's health, as well as provide armor upgrades or additional attack abilities. The player can also use Xena's chakram, a weapon featured on the television series. The chakram can be used against enemies, as well as cutting chains and flipping switches. Optionally, the player can also steer the chakram while it is in mid-air, for a better chance of hitting a target. Xena can also use a sword. Both weapons can be upgraded by collecting power-ups.

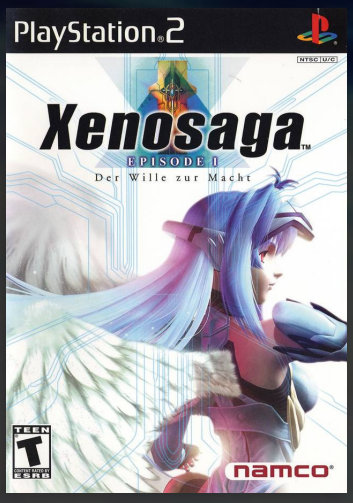
If the player merely beats up an enemy rather than kill it, karma is added to Xena's karma meter. When the karma meter becomes full, the player receives temporary invincibility.

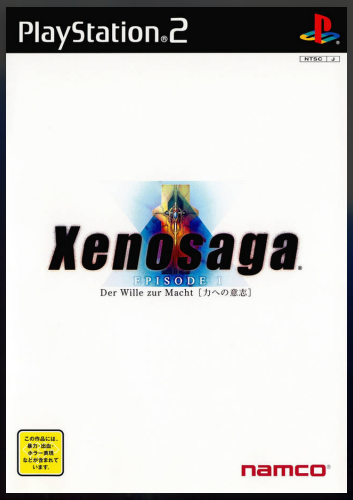




Xenosaga Episode I: Der Wille zur Macht

8.3





Limited Edition (jp)

Developer	Monolith Soft
Publisher	Namco
Release date	(jp) February 28, 2002
Genre	Role-playing
Mode	1 Player

Xenosaga Episode I: Der Wille zur Macht is the first entry in the Xenosaga trilogy, and forms part of the wider Xeno metaseries.

Set far in the future when humanity has left Earth, the plot follows Shion Uzuki, an employee of Vector Industries; and KOS-MOS, a battle android design to fight the hostile alien Gnosis. Forced to escape a Gnosis attack and head for the planet of Second Miltia, Shion and KOS-MOS are pulled into a fight between the Galaxy Federation and the hostile U-TIC Organization. With others who join them as they head to safety, they face a deeper mystery surrounding U-TIC's goals and the plans of the immortal Albedo Piazzolla.

Xenosaga Episode I is a role-playing game; the player controls a party of characters, navigating them through a variety of environments. Exploring environments, the party can collect a variety of items, some of which can be used in gameplay to boost a character's statistics or restore health. During the course of the game, a database is unlocked that documents the game's story events and terminology. The player can access several mini-game "plug-in" systems through Shion's portable console, and an e-mail system that allows players to make playful decisions that have little significance to the main plot. The console can also be used to access to cleared areas of the game; these grant access to side quests separate from the main storyline.

While navigating environments, enemies are visible within the environment, with engagement being optional. If the player chooses to engage, some environmental elements such as combustible objects can be used to alter an enemy's statistics and grand the player an advantage in battle. The combat is governed by a turn-based battle system. Each character has access to melee and ranged standard attacks, can use items to affect the party or enemies, and guard against attacks. The player party's attacks are determined through button combinations, with different combinations triggering different attack sequences that can have secondary effects on the party and neighboring enemies. Attack combinations can be customized by the player between battles.

Each attack uses AP. Special moves for each character are unlocked by building up AP over several turns. When a minimum of three AP are available, a character can perform an exclusive action which deals high damage to their opponent. More powerful attacks can be performed with higher amounts of AP. In addition, characters can perform Ether moves, powerful attacks and support actions which drain their Ether Points (EP). Both player and some enemy party members also have a "Boost" meter, which when full allows that character to perform an additional action while taking away an opponent's turn.

The party has access to mecha, which can be equipped by surrendering a turn. Mecha have their own set of moves and boast more powerful attacks than the main party, but also carry over damage between battles. Following the victory, the party is awarded with in-game currency which can be used to purchase items and accessories at shops. The party is also awarded experience points which raise a character's experience level, along with a variety of skill points. These are divided into EP to fuel Ether abilities, along with Skill Points (SP) and Tech Points. SP are assigned to activate passive effects drawn from different accessories, while Tech Points raise the effectiveness and power of Tech attacks unlocked as the character's experience level rises.

Xenosaga Episode I was the debut game title of Japanese developer Monolith Soft. Company founder Tetsuya Takahashi acted as director and co-writer. Takahashi had previously worked at Square on the PlayStation RPG Xenogears. Initially planned as a six-part series and despite there being concept work for a sequel, Xenogears was left as a standalone project while Square decided to focus on their established franchises such as Final Fantasy. Another stated reason was that Square said they did not have the money available to invest in his concept. Following his departure from Square due to disagreeing with their strategy, Takahashi searched for another company which could help him create the game he and others from the Xenogears project envisioned. According to producer Hirohide Sugiura, most of the companies they contacted suggested forming Monolith Soft as an independent developer, with only Namco suggesting that they become a subsidiary, and was willing to both fund the production and manage the logistics and marketing, allowing Monolith Soft staff to focus solely on creating the game. Following this agreement, Namco helped in the development and marketing of the game. While production of the game began following the foundation of Monolith Soft in 2000, Takahashi had been working on the game's concept since 1999, intending it as a spiritual successor to Xenogears rather than a remake or sequel. Production at Monolith Soft took two years. The development budget apparently reached ¥1 billion—approximately $7,700,000.

Xenosaga Episode I was developed by a core team of between 60 and 80 people, expanding to over 100 people at its most active development period. Among the staff, twenty of them had previously worked on Xenogears. The biggest issue faced when building the team was that they were developing for the PS2, a console with far more power than any previous console they had worked on. A major improvement in Takahashi's view over his work on Xenogears was that he was able to make the entire game using 3D graphics, something he had been unable to do with Xenogears. Due to the amount of preparatory work and getting accustomed to the new hardware, actual development did not start until 2000, lasting approximately a year. Namco provided development support with the motion capture technology. Takahashi later noted that the sheer number of young and inexperienced developers in Monolith Soft negative impacted development, with the graphics engine being completed only six months before the game's release. Prior to its announcement, the game was developed under the working title "Project X".

Character designs were cooperatively handled by Kunihiko Tanaka and Kouichi Mugitani, while mecha designs were handled by Mugitani and Junya Ishigaki. Mugitani also worked on the game as produc-

tion designer. The art director was Yasuyuki Honne, who had previously worked on both Xenogears and Chrono Cross, while character motion was handled by Norihiro Takami. Honne collaborated with Takami in creating the character motions for cutscenes. When creating the designs, Tanaka was given an outline of a character by Takahashi in addition to comparisons with real-life actors, and then created the designs from that. Tanaka's art style—which gave characters large eyes dominating their faces—provided a challenge for the team as Takahashi wanted to be as close to the original artwork as possible, but the expressive power of the large-eyed facial design could easily be *"destroyed"* by the wrong lighting. Takami worked hard on character models to make sure the large eye styling was preserved without upsetting the model's balance. Mugitani and Ishigaki respectively handled the designs for Vector staff and the Federation. KOS-MOS was initially designed by Tanaka, but he had considerable trouble finalizing her design. Mugitani then contributed, creating something close to KOS-MOS's final design, which was then polished by Tanaka. Tanaka also had difficulty creating Shion's design, giving her glasses as an easy way of showing her personality.

The scenario for Episode I was co-written by Takahashi and his wife Soraya Saga. To ensure development of the game remained focused, Takahashi consulted the entire staff on the script's direction before the main production began. Takahashi initially planned Xenosaga to span six games, with a narrative divided into three parts all featuring the dual figures of KOS-MOS and chaos. The character of KOS-MOS was created by Takahashi. While human characters created by Takahashi and Saga were typically shown as strong despite having fragile bodies, KOS-MOS was designed to be the opposite; an *"unbreakable"* person with a fragile spirit. The names of KOS-MOS and chaos were deliberate plays on the philosophical concepts of order and chaos in the universe, tying into elements of Zen incorporated into the world structure. The game made heavy use of Biblical mythology, a trait shared with later entries in the series. The game's subtitle is taken from the native title of The Will to Power, a collection of notes by German philosopher Friedrich Nietzsche. The use of Nietzsche's works and concepts was a recurring element in the series; within the context of Episode I, the subtitle directly reflects the game's characters and the strength of their will. The Federation's military structure was based on the United States Army with some elements from the Imperial Japanese Army mixed in. In ad-

dition to references to Nietzsche, Takahashi incorporated references to Richard Wagner such as the ship name Woglinde due to Wagner's historic association with Nietzsche.

The game was localized for the West by Interone Inc, with English dubbing handled by ZRO Limit Productions and Animaze. The localization process took over a year. While all blood, gore, religious references and adult language were retained in the Western release, one scene between the adult Albedo and the childlike MOMO had its more erotic elements toned down for the Western release. The North American version, with the English voice work and additional costumes and bonus features, was later released in Japan under the title Xenosaga Episode I Reloaded.

The music was composed by Yasunori Mitsuda, who had previously worked with Takahashi on the score of Xenogears. Mitsuda worked as both composer and orchestrator. Mitsuda was almost unable to collaborate on the project due to a tight schedule, but they were able to bring him in. As opposed to most RPG scores at the time, Mitsuda collaborated with Takahashi to create tracks for specific scenes in the game rather than a smaller number of repeating tracks. Due to the game's religious references, the score incorporated Gregorian chants. The score was performed by the London Philharmonic Orchestra.

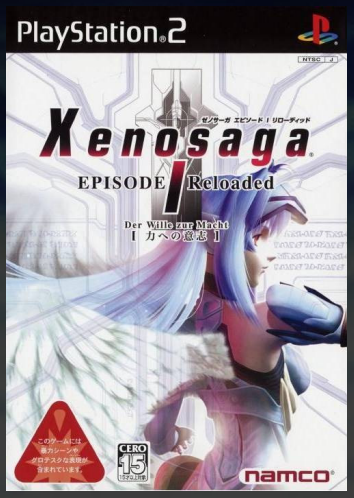
While no exact figures were given, Namco reported that Episode I was one of their games that had seen commercial success internationally. In July 2003, Namco announced that the game had sold over one million copies worldwide.

Japanese magazine Famitsu positively noted the world and character development, while GamePro stated that the story and characters *"[rivaled] that of a good, hard, science-fiction novel or the best anime series available"*. Greg Kasavin of GameSpot enjoyed the narrative, but felt that the Biblical elements were only there for shock value rather than being meaningful additions. IGN's Jeremy Dunham was highly positive about the story and the development of characters, but noted that some might be dissatisfied with the unresolved story elements held over to later games.

GamePro noted that the game was enjoyable despite it appearing *"convoluted at first, even for RPG [veterans]"*. Kasavin appreciated the lack of random encounters and enjoyed the strategic flow of battle, while Christian Nutt of GameSpy appreciated both the game's challenge and its deep mechanics. Dunham praised both the ease of gameplay following its introductory stages and the customization options available. He was less positive about most of the mini-games available. The A.G.W.S. mechs were seen by several reviewers as a lackluster addition to the gameplay. The mechanic used to enable the player to revisit dungeons was also frequently seen as contrived.

Kasavin called Episode I *"a great-looking game"* despite some lip-synching issues, and praised the cinematography and graphics used in cinematics. Nutt called the environments *"pure visual pleasure"* and the character models *"both varied and uniformly excellent"*.

The game received an anime adaptation which aired in 2005, and was re-imagined as part of Xenosaga I & II for the Nintendo DS.



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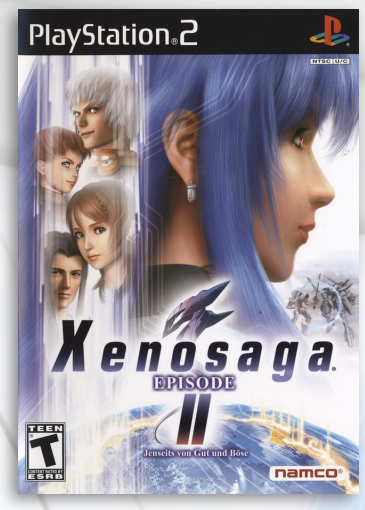


J N P

Xenosaga Episode II: Jenseits von Gut und Bose

Developer	Monolith Soft
Publisher	Namco, (eu) SCEE, (au) SCE Australia
Release date	(as) June 21, 2004
Genre	Role-playing
Mode	1 Player

Xenosaga Episode II: Jenseits von Gut und Böse is the second entry in the Xenosaga trilogy, and forms part of the wider Xeno metaseries.

Continuing directly from the events of Xenosaga Episode I, Xenosaga Episode II sees protagonists Shion Uzuki and Jr. continuing to combat the plots of the U-TIC Organization and the insane Albedo Piazzolla.

The second episode continues to be heavy on story development, and also has a significant amount of non-interactive cutscenes. Character graphics underwent an aesthetic change: the characters look now somewhat more realistic and less influenced by anime visual style.

The gameplay in general and the battle system in particular are similar to that of the first game. All enemies are visible on screen, and field objects can be destroyed in order to attract the attention of the enemy or to create a zone that will weaken it. The turn-based combat again features two types of basic attacks, which now inflict different damage on enemies of different height. Special attacks can suspend enemies in the air or flatten them on the ground, which makes them more vulnerable. Enemies can also be "broken" by specific combinations of attacks, which are in many cases the only key to victory. Another addition is the ability to wait two or three turns in a battle, accumulating energy for a stronger attack, which can be used tactically whenever the opponent is in a weakened state.

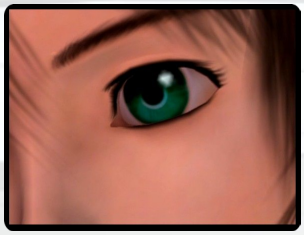
The AGWS mech battles are still present in the second episode, but it is no longer possible to switch to AGWS at any point, as it was in the first game. Instead, these battles are dictated by the plot and require the player to exploit the unique abilities of the mechs. Another game aspect removed from the first game is money, as well as shops, weapons, and armor of any kind. The only items in the game are healing items or keys that unlock the ability to learn high level skills. The skill system has been redesigned, each character possessing his or her own "tree" of unique skills they can gradually learn. Like in the first episode, the dungeons contain environmental and logical puzzles to solve.

Following the release of Episode I in 2002, the Xenosaga project was reevaluated and staff reshuffled to allow newer staff members a chance to handle the series. Series creator and Monolith Soft co-founder Tetsuya Takahashi stepped down as director, taking on other responsibilities within the company in addition to being given wider creative input on projects. Takahashi's explanation was that he did not want to limit the scope and direction of the Xenosaga series, and that his style of direction as seen for Episode I could result in the development period becoming extended exponentially. During this period the Xenosaga series, originally planned by Takahashi as a six-part series, was rearranged into a trilogy, with the possibility of further episodes should the series meet continued success. The new director was Koh

Arai, while Tomohiro Hagiwara became lead producer, both of whom had worked on Episode I in minor roles; Takahashi on an executive role overseeing Episode II, in addition to keeping the staff informed with the lore of Xenosaga.

Development on Episode II took approximately two years, worked on by a staff of 60 to 100 people. The staff was divided into three teams; "scene", "battle" and "quest". During production, Hagiwara and the other new staff aimed to turn Xenosaga into an evolving series rather than a static one. The gameplay was mainly carried over from Episode I, but with adjustments and additions designed to streamline the system and increase playability. The battle system was adjusted based on feedback that the first game's battle system was too complicated. The art director for the game was Norihiro Takami. While the character designs of Episode I were stylized, the cast were redesigned for Episode II to appear much more realistic. This was done to increase the expressiveness of the characters during cutscenes. The graphics engine was completely rebuilt for the second game. The new E.S. mecha were designed by Kouichi Mugitani and Junya Ishigaki; each wanted to emulate the design choices of Episode I while also creating something unique to Episode II. Mugitani also resumed his role from Episode I as production designer.

The concept and scenario draft was written by Takahashi and his wife Soraya Saga. Episode II was the last main Xenosaga game worked on by Saga prior to her leaving the project in 2005. Their draft was then turned into the game's full script by Norihiko Yonesaka, who was allowed by Takahashi to handle the storyline of the Xenosaga series following Episode I using his extensive notes. According to Takahashi, Yonesaka's role was to take his and Saga's notes



and turn them into a workable game script, something which required parts of the planned scenario to be condensed or cut. According to Arai, the changes were made in consultation with Takahashi, with them treating his plan as a novel and the game as its movie adaptation. In a later interview, Saga said the changes made to the overall scenario for Episode II resulted in subsequent changes to the planned Xenosaga plotline. The game's subtitle is taken from the native title of Beyond Good and Evil, a novel written by German philosopher Friedrich Nietzsche. The use of Nietzsche's works and concepts was a recurring element in the series; in the context of Episode II, the subtitle was said to represent the blurring of boundaries between concepts of right and wrong, in addition to symbolizing the complex relations between Jr. and Albedo. As with the other Xenosaga titles, the game made heavy use of Biblical mythology.

The game was localized by Namco's internal localization department. Dubbing was handled by Cup of Tea Productions; Xenosaga Episode II was the company's very first project. For Episode II, several actors were recast including the voice actress for KOS-MOS.

The music for Episode II was composed by Yuki Kajiura and Shinji Hosoe. The two worked respectively on the cinematic and gameplay tracks; they did not collaborate on any tracks, or even meet during the game's production. The original game's composer Yasunori Mitsuda refused to return to the series due to both a busy schedule and a clash of interests with Namco over the direction of the game. Hosoe, whose previous work included Street Fighter EX and the Ridge Racer series, was forced to greatly restrict his compositions' quality due to working with the limited sound hardware on the PS2. He

felt that both the sound quality and overall direction of the soundtrack were faulted because of this. Kajiura, whose previous work consisted mostly of anime scores, felt that the game's soundtrack was different from her earlier work due to the different pieces linking with each other, although some tracks were split up by the production team when she composed them to merge as a single melody. She also found it easier working from Mitsuda's rather than creating a completely original score. The realistic art design also influenced Kajiura's work, as she wished to complement it.

While Episode I was not released in Europe, Namco partnered with Sony Computer Entertainment Europe to release Episode II on October 28, 2005. A Special Edition exclusive to Europe released alongside the normal version, containing a movie DVD detailing the events leading up to Episode II. It is the only Xenosaga title to be released in the region.

During its first week on sale in Japan, Xenosaga Episode II reached second place in gaming charts, selling around 186,000 units. According to Namco's fiscal report in their 2005 fiscal year report, Episode II was one of Namco's better-selling titles in North America, although no exact sales figures were given. According to a later report, Episode II underperformed commercially, reaching just over 50% of Namco's projected sales target.

Japanese magazine Famitsu felt that the characters and world view was enjoyable, but felt that some scenes were *"forced"* and the cutscenes ran too long. Simon Parkin of Eurogamer praised its characters and plot, but found the story uncomfortably long and complicated, requiring too much foreknowledge of the original game to be enjoyable for series newcomers. GamePro, while noting that the cinematics might be too long for some, enjoyed the story and its continuation of the first game's narrative. Bethany Massimilla of GameSpot enjoyed both the narrative and its focus on the cast, and GameSpy's Christian Nutt praised the narrative's revelations despite pacing issues and a lack of meaningful progress with the overarching narrative. Jeremy Dunham of IGN found the shift from Shion to Jr.'s narrative to be jarring, but generally enjoyed the overarching narrative and the new characters.

Parkin noted that the character models were *"sexed-up"* from the previous game, while GamePro generally praised the overhaul to the game's graphics and character design. Massimilla praised the more realistic character designs and polished visuals. Dunham noted that the increased visual quality and redone character designs helped in the game's presentation, though he found the soundtrack lacking when measured against the first game's score. He also criticized the replacement of some characters' English voices.

Famitsu enjoyed the higher speed of battle compared to Episode I. Parkin echoed these sentiments while also noted how mechanics such as Boost and the addition of side quest content made the game better than its predecessor. GamePro positively noted that the first game's mechanics had been made more approachable for series newcomers, while Massimilla felt that the simplified nature of the character growth system brought down the experience in addition to being shorter than other RPGs available at the time. Nutt felt that the alterations made battles far more enjoyable despite the character growth system lacking any meaningful customization options.

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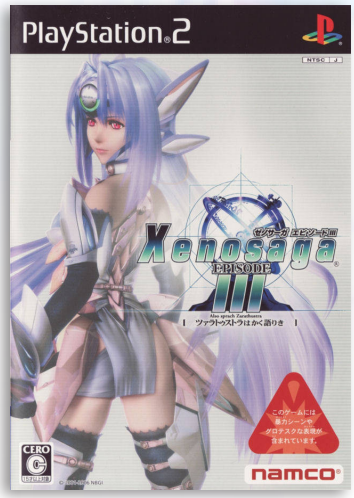


Xenosaga Episode III: Also Sprach Zarathustra

Developer	Monolith Soft
Publisher	Namco, (us) Namco Bandai Games
Release date	(as) July 4, 2006
Genre	Role-playing
Mode	1 Player

Xenosaga Episode III: Also Sprach Zarathustra is the final entry in both the Xenosaga trilogy and the larger Xenosaga series, which forms part of the Xeno franchise.

Concluding the narrative of Xenosaga Episode I and Episode II, Episode III sees Shion Uzuki and the battle android KOS-MOS search out the origins of the hostile alien Gnosis while being hunted by Shion's former employers and four powerful humans called the Testaments.

The third episode retains the combat basics of the two previous games, resembling more the system of the first episode. Weapon and equipment management returns, and the complex break system from the second chapter has been simplified. Once again, there are two kinds of combat, in human form and piloting giant robots. The usage of ether attacks, boost gauge, and other typical Xenosaga gameplay elements are also present in this game. Robot combat is more prominently featured and is handled somewhat differently, the giant gears having a wider variety of attacks at their disposal. Both player-controlled and enemy parties have now a special bar that renders them immobile when filled. Exploiting this feature is yet another strategic addition to the combat.

There is an in-game database listing all events, people, items, monsters and locations. Next to the main storyline, there are 60 puzzle mini-games. The game includes an editor to create these custom puzzles and share them with friends.

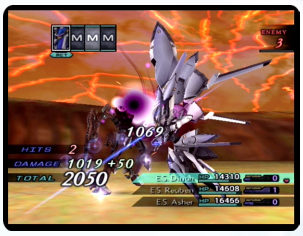
Development of Episode III began in 2004 during the final development stages of Episode II. While Xenosaga was initially planned as a six-part series, changes at developer Monolith Soft resulted in series creator Tetsuya Takahashi giving guidance of the series to younger developers within the company. During this period, the team decided to turn the Xenosaga series into a trilogy, resulting in changes to the planned scenario and some elements being turned into side projects such as Xenosaga: Pied Piper. The director was Koh Arai, who had previously directed Episode II. Takahashi drafted and supervised the scenario, which was written by Episode II writer Norihiko Yonesaka. One of the main goals when developing Episode III was not only to bring a satisfactory end to the Xenosaga storyline up to that point, but to address criticism of the short length of Episode II's story, while also addressing general problems noticed with both Episode I and Episode II. Namco Bandai later stated in an interview that the game's final form was based on both fan feedback and the wishes of internal staff, with the final game being *"something very close to what [they believed] to be the original ideal"*.

According to original Xenosaga writer Soraya Saga, the changes to the original narrative plan for Episode II resulted in several narrative shifts within Episode III, deviating from Takahashi and Saga's original draft. The scenario for Episode III includes narrative elements Takahashi originally created for Episode II, which had been cut

from Episode II due to time constraints. As with the rest of the trilogy, the game made heavy use of Biblical mythology. The game's subtitle was taken from the native title of Thus Spoke Zarathustra, a novel by German philosopher Friedrich Nietzsche. The use of Nietzsche's works and concepts was a recurring element in the series. The original character artist for Xenosaga, Kunihiko Tanaka, was replaced by Kouichi Mugitani, who also acted as production designer as he had for the previous Xenosaga games. The character designs were adjusted to balance between the designs of Episode I and Episode II, expressing both realism and an exaggerated *"cute"* artstyle. While most of the designs were adaptions of Tanaka's earlier work, Mugitani also designed a new version of KOS-MOS and multiple new mechs. Mugitani's mech and armor designs drew from both the Gundam franchise and the 1997 film adaptation of Starship Troopers.

For its western release, all scenes where blood was visible were censored: the blood was removed, but all other elements remained unchanged, resulting in visual and audio inconsistencies. The game was localized for the West by Namco Bandai and 8-4; Xenosaga Episode III was one of 8-4's earliest projects. English dubbing was handled by Cup of Tea Productions, who had previously worked on Episode II. Several original voice actors from Episode I, including KOS-MOS's original English actress Bridget Hoffman, were brought back after the recasting for Episode II. Unlike Episode II, Episode III was not released in Europe.

While Episode III was intended as the conclusion of Shion's story arc and potentially the series, the team were willing to continue the series if the game was a commercial success.



The music for Episode III was composed by Yuki Kajiura. Having previous contributed to the score of Episode II by composing the cimenatic tracks, Kajiura was brought back to compose the entire score. Despite the increased work load of handling an entire game's soundtrack, Kajiura found the difficulty similar to the work she did on Episode II. She drew inspiration from the game's artwork and impression of the setting when creating the score. Takahashi, in addition to his other roles in production, acted as coordinator for the score.

While the game was praised by critics and went on to sell over 340,000 copies worldwide, the mixed response to the Xenosaga series as a whole left Monolith Soft staff in a state of low morale, partially leading to the development of Xenoblade Chronicles.

Famitsu enjoyed the narrative's presentation, but noted the lack of a focused narrative due to the number of story threads needing addressing. Eduardo Vasconcellos of GameSpy found the story long-winded, while IGN's Jeremy Dunham found the narrative to be one of the best aspects of the game. Both Parkin and GameSpot's Bethany Massimilla criticized the censoring of blood and its negative effects on the story's more dramatic moments.

Famitsu praised the shortened loading times, and GamePro praised the graphics and art design while criticizing the voice acting quality. Massimilla positively noted the game's art design, cutscene animation, and music and sound design. Both Dunham and RPGamer's Josh Martz praised both music and voice acting.

This would be the last game Monolith Soft made for the PlayStation 2 before they were purchased by Nintendo.

Xenosaga Freaks

7.9

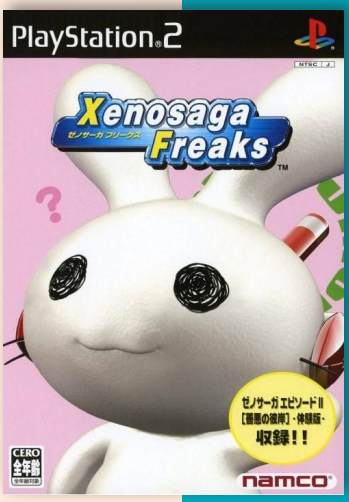
Developer	Monolith Soft
Publisher	Namco
Release date	(jp) April 28, 2004
Genre	Miscellaneous
Mode	1-2 Players

This game followed the release of Xenosaga Episode I. It is a supplementary disc and features a visual novel segment featuring multiple characters from the game, a minigame dubbed XenoPitten, a dictionary that explains the game's terminology, and a demo for Episode II.

The visual novel is a humorous adventure game set during the same timeframe as Episode I. It follows several series characters as they try to stop the out-of-control robot KOS-MOS and discover why she's been acting up.

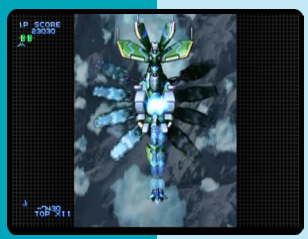
XenoPitten is a word-based puzzle game with a Xenosaga theme.

Freaks was part of a movement with the Xenosaga series to turn it into a multimedia franchise, with the project growing substantially larger than previously planned.



XII Stag

6.6



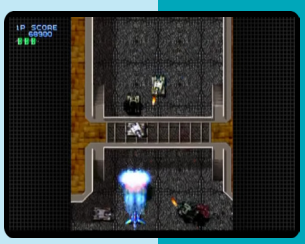
Developer	Triangle Service
Publisher	Taito, (eu) 505 Game Street
Release date	(jp) March 20, 2003
Genre	Shooter
Mode	1-2 Players

XII Stag is a vertical scrolling arcade shooter. The player controls a futuristic aircraft and tries to reach the end of each stage, where a boss fight waits.

There are several different types of attacks: a regular shot, which can be upgraded five times by power-ups dropped by enemy ships; a side attack that involves pushing the control stick quickly left and right to destroy enemies to the left or right of the player's ship. The ship's exhaust can also be put to use by damaging enemies that come up from behind. The final weapon is the barrier, which creates a protective ring around the player.

XII Stag also has checkpoints in each level, which compare the current player's score to the high score at this point in the game.

"mobygames.com"



Xyanide: Resurrection

5.0

Developer	Playlogic
Publisher	Playlogic, (jp) Ertain
Release date	(eu) July 31, 2007
Genre	Shooter
Mode	1-2 Players

Xyanide Resurrection is a sequel to the Xbox game Xyanide. It takes place after the happenings of the first game. The evil space witch Aguira is still alive after having escaped her death sentence. It's once again up to the executioner Drake to find her and bring her to justice. Aguira has used the xyanide to create a strange world that Drake has to travel through and battle countless of enemies.

Xyanide Resurrection is a third person shoot 'em up, similar to a rail shooter. The player controls a spaceship travelling through space. Forward motion is automatic but the player can move the ship up and down and left and right to avoid the fire of the incoming enemies. The player can also rotate the view as the enemies attack from all angles. As enemies are destroyed they drop pieces of xyanide that the player can collect. Xyanide restores health but it can also be used to purchase upgrades and new weapons in the store between levels. Three extra weapons can be bought: shotgun, laser and rockets.

The game's story mode consists of five levels that have to be completed sequentially.

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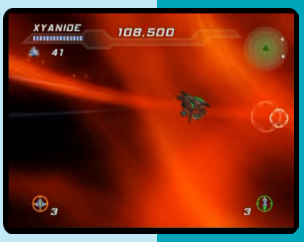


J P

XxxHolic: Watanuki no Izayoi Souwa

7.8

J

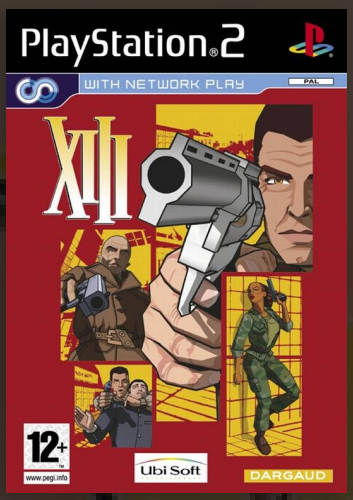
Developer	Tenky
Publisher	Marvelous
Release date	(jp) August 9, 2007
Genre	Visual novel
Mode	1 Player

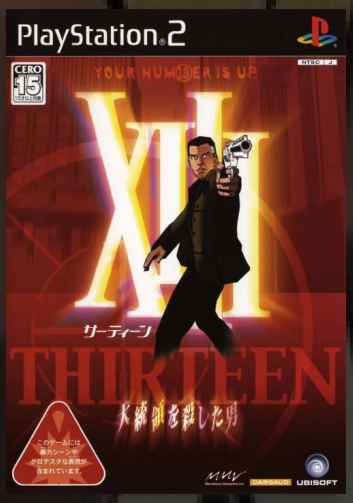
The protagonist in ×××HOLiC ~Watanuki no Izayoi Sowa~ is Kimihiro Watanuki, a high school student who is constantly haunted by monsters, ghosts and spirits who are magically attracted to him because of his blood. These monsters are invisible to people without power, so other people brand him as weird or crazy when he is haunted by the spirits. Everything changes when he goes into a store that sells wishes.

"xxxholic.fandom.com"

XIII

7.3





J N P

Developer	Ubisoft Montreal
Publisher	Ubisoft, (jp) Marvelous Entertainment
Release date	(us) November 18, 2003
Genre	First-person shooter, Stealth
Mode	1-2 (6) Players

XIII, (pronounced "thirteen") is a first-person shooter. Loosely based on the first five volumes of the 1984 Belgian graphic novel series XIII, the protagonist Jason Fly (XIII) is a confused and amnesic man who searches for his identity throughout a comic book-style, cel-shaded world. Found stranded on a beach by a lifeguard, Fly is accused of having killed the President of the United States. The accusation later transpires as mistaken, as Fly finds himself facing a gang of 20 conspirators ("The XX") who aim to overthrow the government.

XIII is a first-person shooter with elements of stealth and action in certain missions. The game centers on the main character, XIII, who uses a variety of weapons and gadgets to uncover the mystery of his identity throughout the 13 chapters and 34 missions. The characters and weaponry in XIII are cel-shaded, giving a deliberately comic book style appearance, including onomatopoeic words contained in bubbles for sound effects. It uses Unreal Engine 2 because it was *"really strong for level design"* and allowed development *"across all platforms using one engine"*. The graphics were compared with Jet Set Radio Future and Auto Modellista. The developer felt that the appearance reflected the comic book and innovated in its portrayal of violence; even blood splatters are shown in a cartoon manner.

XIII includes 16 weapons, from a knife to a bazooka, an Uzi to an M60. Objects such as bottles, chairs, or brooms may be used as weapons. Kevlar gear, helmets and first aid boxes are scattered throughout the map. People can be taken as hostages or as human shields, preventing enemies from firing on the protagonist. Lock picks are used to unlock doors and grapnels to climb on walls. Through the "sixth sense", XIII can hear enemies behind walls with the aid of "tap-tap-tap" signals. Stealth operations include strangling enemies or hiding dead bodies. Comic strip-style insets pop up at the top when a headshot is performed or serve as clues or tips for the player.

The multiplayer hosts a maximum of 16 players. The game features three standard game modes along with modes: Team Deathmatch, Deathmatch, Capture the Flag, The Hunt, and Power-Up. Depending on the platform, players in online and offline modes (against bots) range from 4 to 16. The player can choose from among 10 different character appearances.

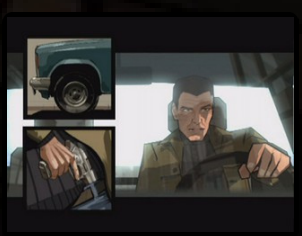
In Deathmatch, all players compete against each other and the strongest player wins. Team Deathmatch is similar, but players form two teams. In Capture the Flag, a player must retrieve the flag from his enemy's base, and bring it to his own team's base. In The Hunt, players must shoot ghosts, which become gradually smaller after receiving hits. The player only has one weapon, the hunting gun, with which he can also shoot human opponents. Power Up is a deathmatch game, in which boxes containing special, temporary abilities, such as invisibility and higher speed, are found throughout the map.

The singer, actress and model Eve was the voice for major character Jones. Ubi Soft's vice president of marketing, Tony Kee, stated that she was the perfect choice for the role, admitting that she has *"a combination of style, sexiness, and attitude—perfect attributes that describe the Jones character."* XIII is voiced by David Duchovny, while Adam West voiced General Carrington.

The Thirteen Soundtrack was composed by several artists from the San Francisco-based music label Future Primitive Sound. 13 tracks were produced, all of which were initially unnamed. According to the booklet, the DJs are connected with the characters, such as DJ Faust and Shortee with XIII, DJ Zeph with Carrington or J-Boogie's Dubtronic Science with Mongoose.

XIII received "mixed or average" reviews, according to Metacritic.

Reviewers often praised the game's graphical style and presentation, while criticising the gameplay. GamePro called it a *"rejuvenating, jaw-dropping experience"*. IGN said *"XIII has a great story-driven sheen, but at its core, it's weighed down by some occasional bewildering flaws, in addition to the lackluster weapons and simple combat"*. GameZone also criticised the combat, stating *"If not for the graphics to carry the game through, XIII would have been a boring game. Gunfights are the best part of the gameplay. It also happens to be the most unbalanced part"*. Edge said XIII had *"true artistic merit: it never gets stale; every episode has been drawn with minute care and attention. It would have been an incredible achievement if the gameplay had matched the outstanding art direction"*. GameSpy criticised the graphics and the multiplayer mode, and concluded *"When it comes right down to it, XIII is a fine game...Just don't expect the FPS of the year because, sadly, this isn't it"*.



GamesTM said *"It's one of those mixed-bag situations – flashes of genius and genuinely enjoyable moments of success, occasionally mired by unbalanced weapon damage, clumsy AI and the odd bit of unfair level design that requires astounding feats of memory"*. Eurogamer called XIII *"a flawed masterpiece. A game brimming with variety and a freshness lacking from most of the factory farmed franchise exercises that pass through our offices with crushing regularity"*. Game Revolution complimented the game's story, graphical style, voice acting and soundtrack, while criticising the gameplay as *"about as straightforward – and in some cases boring – as it gets for an FPS"*. Electronic Gaming Monthly scored the game 6.5/6.5/6.5: Joe Fielder, the first reviewer, said, *"You'd be hard-pressed to find a more visually stunning game than XIII"*, but complained that *"numerous frustrations pile up to make XIII more chore than thrill"*. The magazine's Greg Ford, who provided the third review, said that its *"style, cut-scenes, and story are all great, [but] the actual gameplay is pretty mundane"*; he concluded, *"But if all you need is a solid shooter fix, XIII will do just fine. It has no fatal flaws, and the conspiracy-laced story should keep you going"*.

Sales performance for XIII was lower than expected. In 2010, UGO ranked it #7 on the list of the games that need sequels.

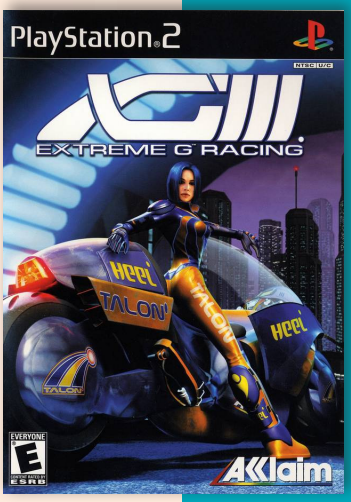
While the anticipated sequel on major gaming platforms remained unrealized due to poor sales of the original title, Gameloft released a follow-up on mobile phones titled XIII ²: Covert Identity in October 2007, which was a side-scrolling game rather than a first-person shooter.

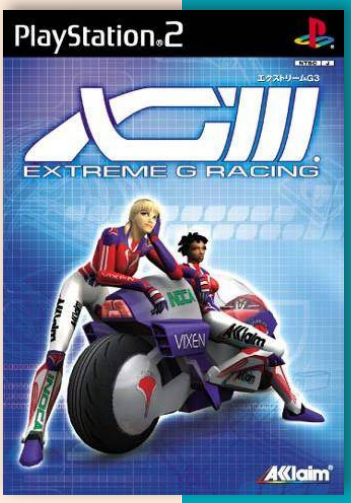
XGIII: Extreme G Racing

8.1

J N P

Developer	Acclaim
Publisher	Acclaim, (jp) Acclaim Japan
Release date	(us) August 21, 2001
Genre	Racing
Mode	1-2 Players





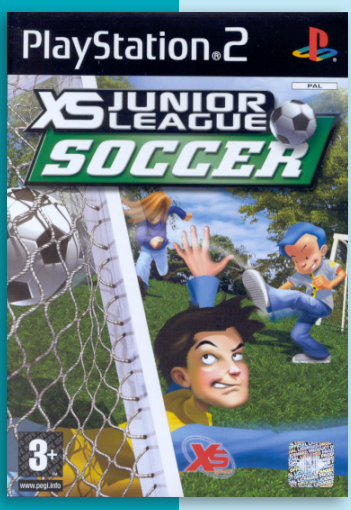
XGIII: Extreme G Racing, also known as Extreme-G 3, is a futuristic racing game for the GameCube and PS2.

It follows a simulator-style look into team racing of the 23rd century, specifically, the existence of Extreme-G racing. Players are one of two riders in one of six teams, all of which vie for glory in the Championship. One starts a career in the slowest class, 250G, and eventually compete their way into the 1000G cup, the fastest in the game.

The sound-barrier conventions from Extreme-G 2 are transferred here.

10 tracks are included, with twists, drops, and sharp turns, as well as 11 different opponents. Extreme-G 3 handles weaponry differently, resulting in a significant change in gameplay from the first and second games. While in the first and second games, the player could pick up weapons on the track, and firing these weapons would not consume their primary weapon bar, in the third game, the player purchases weapons with money won, and firing weapons consumes a small amount of the weapon bar for each shot. Compared to the previous games, Extreme-G 3 offers fewer weapons.

XS Junior League Soccer



Developer	Wahoo Studios
Publisher	XS Games
Release date	(eu) 2004
Genre	Sports
Mode	1-2 Players

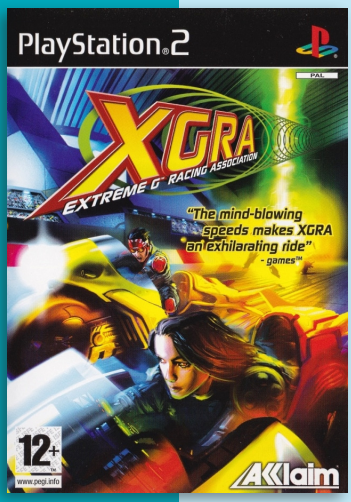
P

XS Junior League Soccer is part of the XS Junior League series.

The player can choose from 20 characters to play as at four different areas; The school yard, the sandpit, the carpark and at a construction site. Two modes of gameplay are available, Arcade and Tournament.

XGRA: Extreme-G Racing Association

6.8



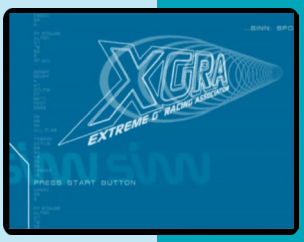
Developer	Acclaim Studios Cheltenham
Publisher	Acclaim
Release date	(us) September 11, 2003
Genre	Racing
Mode	1-2 Players

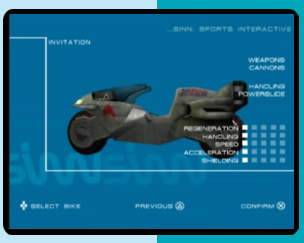
XGRA: Extreme-G Racing Association, also known as simply XGRA, is a futuristic racing game, and the fourth in the Extreme-G series, following Extreme-G 3. This game features more tracks as well as a brand new weapon system.

Gameplay is similar but slightly different to previous games in the series. XGRA features a wide range of riders, tracks and bikes that can accelerate at an incredibly rapid rate, going from 0 to 300 mph (483 km/h) in a matter of seconds. A returning feature is the ability to break the sound barrier: upon reaching 750 mph, all sound effects will cut out, except for item collection sound, other rider's taunts, weapons firing, and in-game music.

XGRA allows players to race for 8 different teams, with each team's bike having their own advantages and drawbacks such as Regeneration, Handling, Speed, Acceleration and Shielding.

Players start as a new rookie for a team and have to work their way up through leagues of increasing difficulty with various racing modes: Endurance, Peacekeeper, Speed Limited, Extreme Weather Races, Burn Off and Warmonger.





N P

Xtreme Speed

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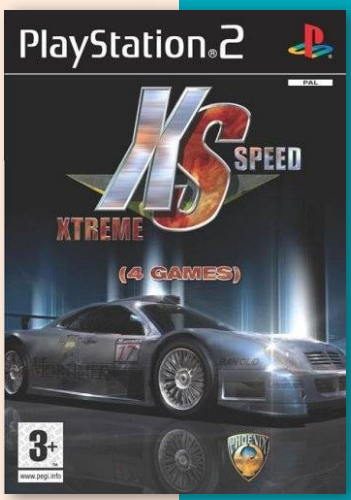
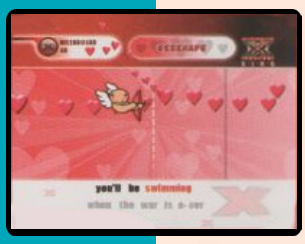
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 8, 2004
Genre	Racing
Mode	1 Player

Xtreme Speed is a one-player racing game, developed and published by Phoenix Games, which was released in Europe in 2004.

The different game modes include; Speed Freaks, Street Style Blitz, GT Team Rally and Classic Challenge. The game feature a few different cars to race, each with different color design, and the option to race with automatic or manual gear shifting.



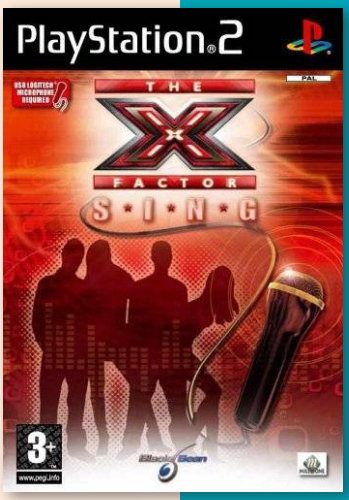
The X-Factor: Sing



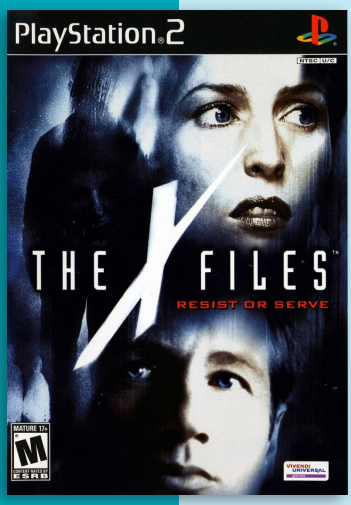
Developer	Milestone S.r.l
Publisher	Lago S.r.l
Release date	(eu) October 21, 2005
Genre	Music
Mode	1-8 Players

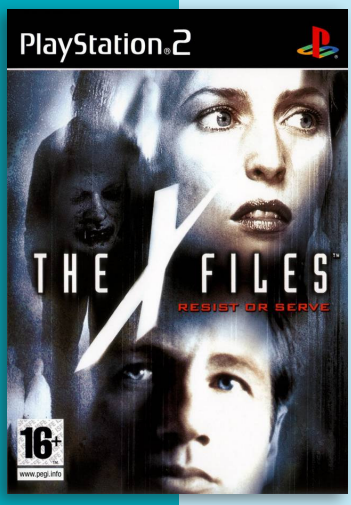
X-Factor is a single and multiplayer karaoke game based on a TV show. Like most of these games, songs appear on the screen and players have to sing the right words at the right time. Onscreen indicators inform them what pitch they need to maintain at any given time.

Apart from the standard more, it also contains Party modes in which players compete by playing a selection of mini-games.



The X-Files: Resist or Serve





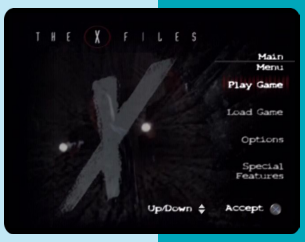
Developer	Black Ops Entertainment
Publisher	Sierra Entertainment
Release date	(us) March 16, 2004
Genre	Survival horror
Mode	1 Player

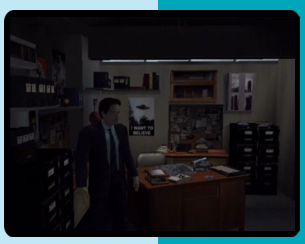
6.7

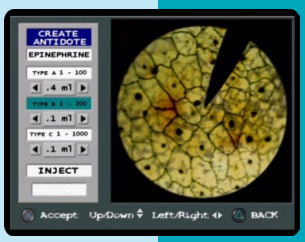
The X-Files: Resist or Serve is based on the television series The X-Files (1993–2002). The game is set during the seventh season of the television series, and the story is presented as three new "episodes" in which FBI Special Agents Fox Mulder and Dana Scully investigate mysterious deaths in Colorado, where they learn about an alien artifact used to resurrect deceased people. The agents' investigation ultimately leads them to Tunguska, Russia, where they discover a spaceship that crashed there nearly 100 years earlier.

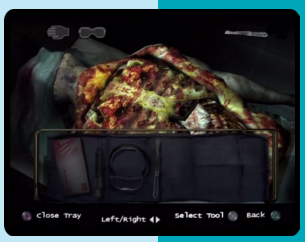
The game is a survival horror game played from a third-person perspective that is viewed by the player through fixed camera angles that change as the character enters each new area. The player chooses to play as either Mulder or Scully; both go through most of the same locations, but they encounter different obstacles and characters that result in a different gameplay experience.

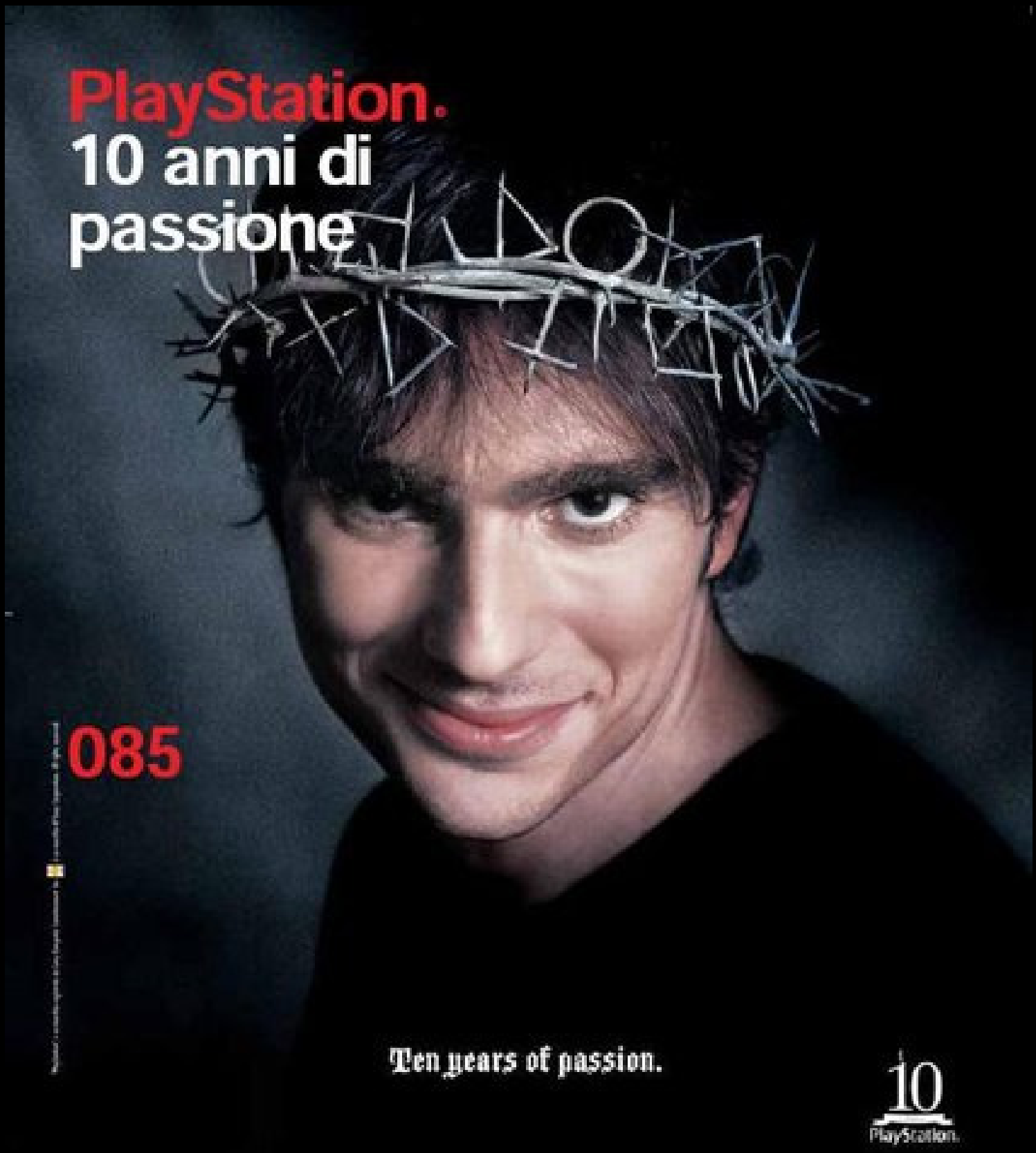
Boss enemies are encountered in each level and must be killed by the player before proceeding. Puzzles must also be solved to progress through the game. Throughout the game, Mulder and Scully write notes about their investigation that may be viewed by the player at any time.







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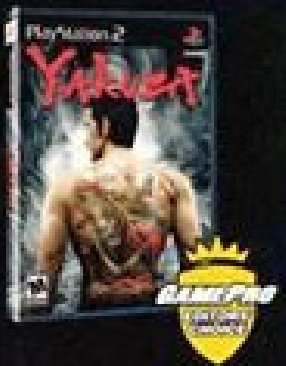

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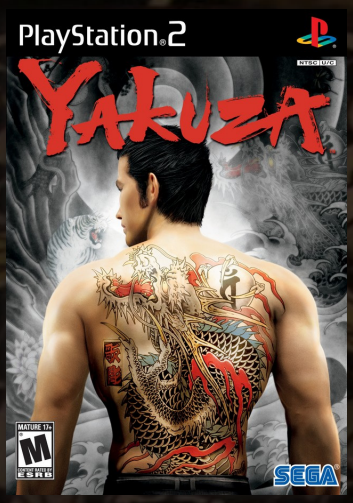


JNP

Yakuza

Developer	Amusement Vision
Publisher	Sega
Release date	(jp) December 8, 2005
Genre	Action-adventure
Mode	1 Player

The story of Yakuza, known in Japan as Ryū ga Gotoku (Japanese: 龍が如く, "Like a Dragon"), follows a yakuza named Kazuma Kiryu, who, after spending ten years in jail for a crime he did not commit, learns that 10 billion yen has been stolen from the Tojo clan, which the criminal underworld is searching for. He finds an orphaned girl named Haruka who is being targeted by the clan, as she is believed to have the key for their lost money, and he resolves to protect her. The game takes place in Kamurocho, which is a realistic recreation of Tokyo's Kabukicho.

Yakuza is a third-person action-adventure with role-playing elements, set in an open world environment. The player gains experience from combat, which can be used to level up Kazuma's stats and increase his fighting capabilities.

The game is composed of three distinct yet connected modes called Event, Adventure and Battle. The player controls former yakuza Kazuma Kiryu from a third person camera perspective, through a city full of missions and side quests. The main character randomly encounters foes on his path, in Encounter Battles. Winning the battle nets the player some cash, which can be used to purchase equipment or healing items, and experience, which can be used to buff Kazuma's stats. Sometimes, defeating the leader of an Encounter Battle will end the fight, even if some henchmen remain. Yakuza utilizes quick time events during the fights.

The Battle Mode includes the Underground Arena which is located in Kamurocho's Purgatory area. Cutscenes are enabled after completing specific actions or beating a certain character during the Adventure Mode. They also introduce the chapter's objectives. Various minigames are available within 'Adventure Mode' in the form of arcade machines scattered throughout the game world. These include a claw crane, a batting cage, a casino (baccarat, blackjack and roulette), toba and pachislot.

The game was first hinted at in August 2005 as "Project J." Later that month, details were announced. Producer Toshihiro Nagoshi explained *"For a while now, I've wanted to create a powerful, gritty drama where you feel the sense of humanity,"* Nagoshi explained. *"After a lot of thought, this is the product that we've arrived at."* The budget of the game was 2.4 billion yen (approx. $21 million).

Most of the team members are from different backgrounds, such as developers that have their roots in the arcade with titles such as Virtua Fighter 3 and Super Monkey Ball, as well as team members having experience in novel console titles like Panzer Dragoon and Jet Set Radio. The team members all felt that they went against their careers considering that the new game didn't match anything they had previously done. Nagoshi felt that this was an advantage, making them all play on even playing field. Anything that was done had to go through Nagoshi first, since only he had a concrete idea of how the game is going to end up.

During development, the team researched hostess clubs, which are prominently featured in the story, even attending hostess clubs themselves, including Roppongi and Kabukicho. The fictional setting of Kamurocho in the game was closely based on the red-light district of Kabukicho in Tokyo. The development team wanted to accurately portray yakuza, especially such as their obsession with jingi, their code of honor. Originally the game had scenes where pinky fingers were cut off, a traditional punishment, but these scenes were removed so that CERO would give Yakuza a favorable rating. Though using the gameplay schematics of one of Nagoshi's earlier titles, Spikeout, as basis for the combat, Yakuza utilized an entirely new engine crafted for the game.

The game's development team was divided into two groups: one writing the main plot and the other writing the subplots. Novelist Hase Seishu was the lead writer of the central plot. Seishu was brought on board two years before the game development started. Seishu had been a gamer since the days of Space Invaders, but over the past four or five years, he had lost interest, as he was less concerned with 3D visuals and gameplay than he was with story. Yakuza caught his attention, and he decided to accept the project even though it came at the busiest point of his professional writing career. Nagoshi wanted players to get enjoyment from merely walking through Kamurocho. Nagoshi reveals that the game's title, which translates to "Like a Dragon," was his creation; Nagoshi felt that dragons have a strong image, which would evoke Kazuma's strength and manliness.

Although Sega did have a plot in mind when they approached Seishu, they hoped that he could add realism and emotional weight to the scenes. Under Seishu's direction, the ages of Makoto Date and Kazuma Kiryu were modified. Writing the subplots did not prove challenging, as there was not a strict pattern to follow. The team wanted all subplots to keep the feeling from the main storyline. Several ideas did not make it into the game because the staff members found them silly. One subplot that made the final cut, which involves a man who tried to commit suicide when he was rejected by a girl, was nearly removed from this game for this reason.

In localizing the game, Sega funded an aggressive web and print advertising campaign, as well as an English voice cast composed almost entirely of cult performers like Michael Madsen, Eliza Dushku and Mark Hamill. Localization producer Kevin Frane recalls *"When we released the original Yakuza, we knew that the game had been a hit in Japan, and we wanted to make sure that we put our best foot forward in releasing a new and unique product to the Western market that would draw just as much acclaim."* However, technical limitations of the format made it impossible for the team to include both audio tracks on the disc. Scott A. Steinberg at Sega of America commented *"in bringing the game to the U.S. market, we wanted to ensure that the subtle nuances of the game were brought to life."*

There were also problems with promoting Yakuza before its English release. Frane added that the first trailer for the game *"was constructed using an old scratch track [an unfinished soundtrack]. This made the rounds fairly quickly across gaming fan sites, highlighting what was considered poor quality, but this trailer actually wasn't at all representative of the voice quality of the finished product. The damage had already been done, though, for the most part, and so a lot of fans probably still don't realize that."*

In order to both support the game's expensive production, including making Kamurocho a realistic recreation of Tokyo's Kabukicho, Sega contracted a tie-in campaign with famous Japanese companies. As a result, some in-game locations, such as the Don Quijote discount store and the Club Sega game centers are modeled after the real life buildings.

Sega also used product placement, and introduced ads within the game. This includes a collaboration with the Japanese Suntory group which advertises in-game with ad banners, Boss Coffee ads and vending machines are also visible in Kamurocho; cans are purchasable within Kamurocho stores. Since the group produces local drinks and is a distributor of foreign alcohols, all brands appearing in Kamurocho's bars and pubs, being Whiskey, Jack Daniel's Bourbon or Carlsberg Beer, are real brands of Suntory. In promoting the game, Sega hired Takashi Miike. A member from the team had previously worked with Toei Company on V-cinema. Sega approached many companies to try to secure product placement, like car companies and fashion companies. But because of the mature nature of the Yakuza game, they were rejected by most of them. The whiskey distributor Suntory accepted, however, since they felt the game's demographic meshed nicely with the whiskey-drinking demographic.

Other product placements include Shogakukan's Sabra magazine, Fujisankei Communications Group's SPA! magazine and Panini Group's World Club Cup stickers. The latter appears in a TV ad, together with a Suntory drink and a Sega mahjong game, which is displayed in the Kamurocho theater wall screen. Sega's UFO Catcher crane game machines are included as a minigame, and arcade cabinets of Virtua Fighter 4 and SpikeOut can be seen in the Club Sega game centers.

As part of the pre-ordering campaign, the Japanese first edition was bundled with two limited items, a Tojo Clan lapel pin replica and a monography called Kamutai Magazine (December 2005 issue). Since then a new issue of Kamutai Magazine is bundled with each franchise episode pre-order.

The original PS2 the Best edition included a bonus DVD with the trailer of Yakuza 2, while the reprint which was released during the production of the spin-off was repackaged with a rose cover art instead of white (a.k.a. リパッケージ版, ripakkeji han lit. "repackage edition") and a bonus DVD with the trailer of Ryu Ga Gotoku Kenzan!, a voice cast message and a 20-minute producer interview.

There were no special editions of the game released outside Japan, but Sega Europe and America did use online marketing. A flash game, "CodeYakuza.com", was created and an English subtitled version of the game's 2006 live-action adaption directed by Takashi Miike, Like a Dragon: Prologue, was freely downloadable on the game's official website.

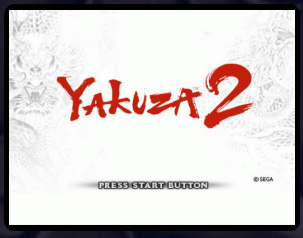
The game was heavily acclaimed in Japan for combining innovative gameplay with cinema-like story telling and character development on the back of Japan's criminal underground. Yakuza received generally positive reviews among Western critics earning a 77.67% in GameRankings. IGN praised its combat system and sense of style but criticized its tedious gameplay. Newtype USA called it *"the adult-themed spiritual successor to the Dreamcast's Shenmue series"* and found that the fighting system would interest many players. GamePro similarly compared it with Shenmue based on the amount of subscenarios. 1UP.com saw the potential of the fighting as it often earned the player money which can be used to buy items in the city. GameRevolution criticized the number of random encounters which resulted in a large amount of loading times. He also criticized the simplicity of the fighting system and few notable issues with GameTrailers agreeing on the difficulty in centering on an enemy. The amount of sidequests available received generally favorable response.

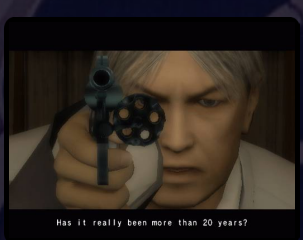
The game has been praised for the design of the city and delivery of the English voice acting. GameRevolution also praised it as *"From an audio/video standpoint, Yakuza is exceptionally well-produced. Although the cut-scenes are all use the in-game engine, the complicated facial expressions are shockingly intricate and colorful, while some of the floral tattoos look too good to be true."*

According to Toshihiro Nagoshi *"[Ryu ga Gotoku was successful] because there were only a few titles which directly portray original Japanese culture. Also, there is no other title which attempts to represent such a Japanese world view with a big budget title."*

Yakuza 2

7.7





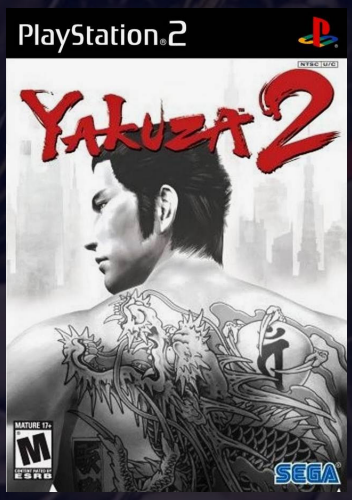
Developer	Sega
Publisher	Sega, (eu) Sega Europe
Release date	(jp) December 7, 2006
Genre	Action-adventure
Mode	1 Player

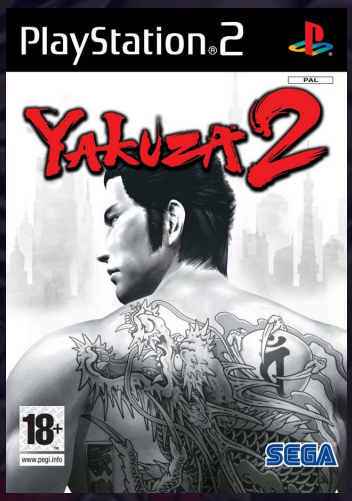
Yakuza 2 is the sequel to Yakuza. The game focuses on the former yakuza Kazuma Kiryu who receives a request for help from his former group, the Tojo Clan, to keep relationships with the eastern group, the Omi Family, stable. Across Kazuma's journey he learns of a Korean mafia group linked with the Omi Family and becomes the rival of the Omi's "Kansai Dragon", Ryuji Goda.

The main gameplay idea also remains the same - on-foot exploration of urban environments, hand-to-hand fighting, and role-playing elements, somewhat similar to the kind of gameplay that was introduced in Shenmue games. The sequel features some technical improvements, such as the ability to rotate the camera during the fights. It also contains more side missions and mini-games, ranging from playing pool and mahjong to running a club and dating women.

Yakuza 2 was announced in August 2006 with Sega promising an improved fighting system and further exploration. Nagoshi commented on some of his goals with Yakuza 2. In addition to providing a deeper dramatic storyline over what was found in the original, the game also has some themes that were not in the original, including an adult love story. The Sega team considered fan input when making changes to Yakuza 2. One of the main aims in developing Yakuza 2 was improving its fighting engine. Accounting for fights against multiple opponents was one of the most important things that were considered when improving the fighting engine. It was made much easier, for instance, to attack foes that come at the player character from multiple directions, and to switch targets in the middle of a combo in order to quickly take out someone who may have snuck up on your flank. As a result, the fighting system was polished and the staff believed they succeeded. In localizing the game, the Japanese audio was kept instead of producing an English dub. This proved no difficulties. The team also added more Heat moves to make the fights more exciting.

Critical reception to Yakuza 2 was positive, with reviewers praising the presentation and fighting system.





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Yamiyo ni Sasayaku: Meitantei Kyouichirou Sagara

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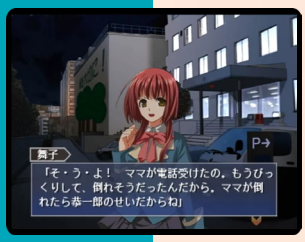


Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) February 9, 2006
Genre	Adventure
Mode	1 Player

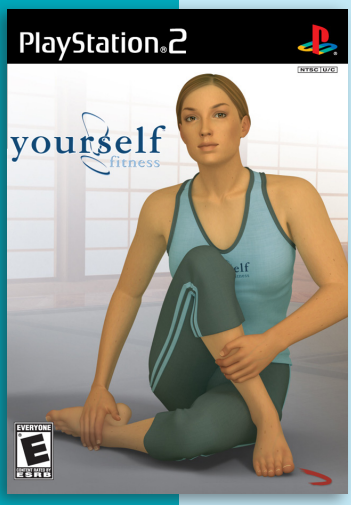
Anya ni Sasayaku: Tantei Sagara Kyouichirou (Eng. “Whisper in the Night: Detective Kyouichirou Sagara”) is a mystery adventure game featuring detective Kyouichirou Sagara, and a sequel to Tsuki wa Kirisaku: Tantei Sagara Kyouichirou. This time, the mystery takes place on a luxury liner, when the protagonist are trying to solve the mystery behind the disappearance of girls on board the ship.

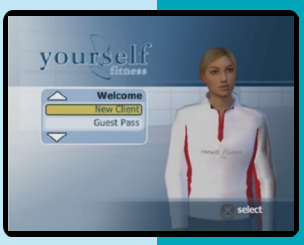
Unlike the typical visual novel style, players will have a several new commands they will be able to use to search the locations more thoroughly. Players can look around, talk to NPCs, check the items in their inventory, check the location map, or manually use cursor to look at interesting places and objects to interact with while searching for clues.

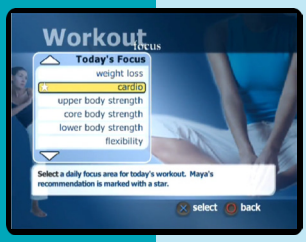
“mobygames.com”

Yourself!Fitness

7.1







Developer	Respondesign
Publisher	Respondesign
Release date	(us) April 11, 2005
Genre	Sports, Miscellaneous
Mode	1 Player

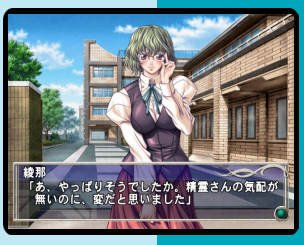
Yourself!Fitness is a fitness game that includes over 500 types of exercises led by a virtual personal fitness coach named Maya.

There are five areas in which players can focus their exercise: Weight Loss, Cardio, Upper Strength, Core Strength, and Lower Strength. Players can also do Yoga and many healthy recipes are included in the game. The game starts with a fitness assessment where the intensity of the training is determined by comparing the player’s resting heart rate with the heart rate after performing a set of jumping jacks. External elements such as an exercise ball, hand weights, an exercise step, or a heart rate monitor can be incorporated in the game.

“mobygames.com”

Yatohime Zankikou

Developer	Nine's Fox
Publisher	Nine's Fox
Release date	(jp) July 26, 2007
Genre	Visual novel
Mode	1 Player



Yatohime Zankikou: Tsurugi no Maki is a PS2 port of the Windows game Yatohime Zankikou. It was released two years after the original game. The PS2 port tunes down the adult and erotic scenes. It is a visual novel adventure game set in modern day world that mixes fantasy elements and supernatural.

The protagonist is Yuuma Nagamine, a regular high-school student with some extraordinary powers he was not aware of. Lately he's been plagued by dreams and nightmares, bordering between illusion and reality. Soon he will find out there's more to that, and what he considered just a bunch of strange dreams might be visions of things to come. Around the same town, a strange series of murders started to occur in the town. A mysterious girl wielding sword might be behind the recent events, who might also be the one that Yuuma has seen in his visions. Pretty soon, he's about to get involved in more than he ever thought.

"mobygames.com"

Yumemi Hakusho: Second Dream

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) October 30, 2008
Genre	Visual novel
Mode	1 Player

The protagonist of this visual novel is Yuuto Yumekawa, who finally mustered courage to confess his feelings to his childhood friend and the girl he love, Tamaki. But when he came to the point of admitting his love, he couldn't do it. Later that day, on her way back home, Tamaki was hit by a car and passed away. Gnawing at the cruel reality and the fact he could never tell her how he felt now, Yuuto fell in despair. While he was madly thinking "what if...", God of Death in a form of a girl came to him and offered him a second chance. One that may even bring Tamaki back to life.

7.5

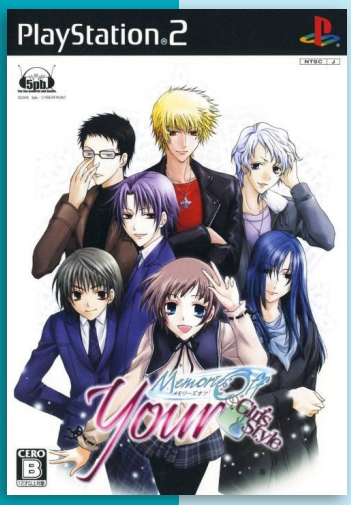
Yotsunoha: A Journey of Sincerity

J

Developer	Gadget Soft
Publisher	Gadget Soft
Release date	(jp) August 28, 2008
Genre	Visual novel
Mode	1 Player

The game focuses on four female protagonists. They were reunited after being separated for three years during the closure of the academy they were all attending together. They soon find out that the time capsule they buried prior to going separate have been dug up and instead, they find a note saying that their former teacher took it. The four of them decide to find that time capsule.

Your: Memories Off Girls Style



Developer	5gk
Publisher	5gk
Release date	(jp) January 31, 2008
Genre	Visual novel
Mode	1 Player

Apart from the usual games in the Memories Off series, this is an otome game targeted at female gamers.

The story is about a girl named Tsukioka Umi who's in her last year of high school. After meeting a band at her part time job at a cafe she ends up joining their band as their lead singer.

J

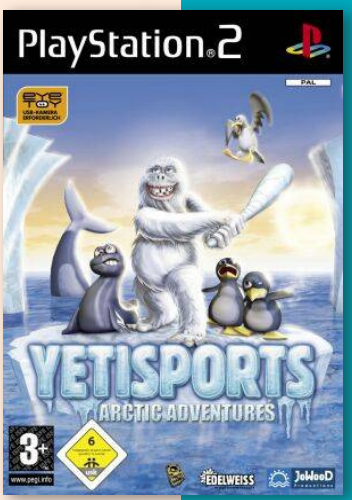
7.1

Yetisports Arctic Adventure

P

Developer	Pirate Games
Publisher	JoWooD Entertainment
Release date	(eu) July 22, 2005
Genre	Mini-games
Mode	1-4 Players

Yetisports Arctic Adventure is based on a online flash game popular in 2004. The PS2 version is a compilation of 7 Yetisports games, however they are quite different from the original flash games because the games are played in 3D environments as opposed to the 2D environments. Each game contains 3 levels, and the game can be played with up to 8 players. The game also contains a campaign mode that can be played with 1 or 2 players.



Yanya Caballista: City Skater

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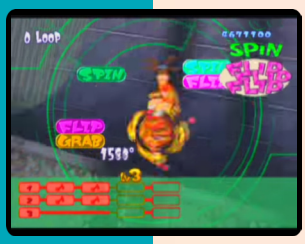


J N

Developer	Cave
Publisher	Koei
Release date	(jp) July 5, 2001
Genre	Action-platformer, Sports
Mode	1-2 Players

Yanya Caballista: City Skater, known in Japan as Yanya Caballista featuring Gawoo, is an extreme sports skating game similar to Jet Set Radio in feel and look.

The game was packaged with a fingerboard. The fingerboard is placed on top of both of the analogue sticks and will be controlled on top of them to resemble controlling a skate board on its wheels.

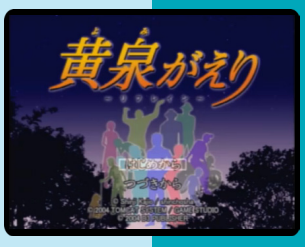
Each stage is populated with various alien creatures called Gawoo, and the only way to get rid of them is to pull skateboarding tricks. The color and shape of the Gawoo tells players what tricks are their favorite, so they must pull those tricks and combo nearby to get rid of them before the timer runs out.

The game has 3 different modes; a practice mode, a “ramp” mode, and a campaign mode. Both the practice mode and the ramp mode allow the player to unlock one of 7 characters.

The campaign mode consist of 5 different stages, divided in sections that unlock if the player eliminated all Gawoos in the previous section. Once all Gawoos in the level is eliminated the player will have to beat a boss, unusually powerful Gawoos with unique abilities and above average life bar.

Yomigaeri: Refrain

5.8



Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) March 25, 2004
Genre	Adventure
Mode	1 Player

Based on the works of novelist and short story writer Shinji Kajio. Taking the plot from the novella of the same name, Yomigaeri: Refrain deals with the questions of life and death - and what would happen if the dead returned.

Released by budget publishing house D3, the interactive novel was only available in Japan.

J

Yo-Jin-Bo: Unmei no Freude

6.8

J

Developer	TwoFive
Publisher	TwoFive
Release date	(jp) October 26, 2006
Genre	Visual novel
Mode	1 Player

Yo-Jin-Bo: Unmei no Freude is a port of the Windows game Yo-Jin-Bo (The Bodyguards). The game is mainly targeted at teenage girls, and falls in the category of otome games. The explanation for this name is a pun, as “yojinbo” itself means “bodyguards” in English, and three of the main characters have nicknames that make up this phrase (Yo, Jin, and Bo). Incidentally, these three characters are the ones that seem to be naturally grouped by themselves, and the reader sees them all at a festival together at the introduction of the story.

The story focuses on the main character Sayori, who is a high school girl. She finds a mysterious pendant while out helping with an archeological dig (she’s in the high school history club, so she is forced to attend), and later has a strange dream—it seems that the scene is from about a hundred and fifty years ago, during the last days of the samurai, and she sees Hatsuhime, princess of the Mochizuke clan, assassinated!

It gets even more strange when the scene changes, and Sayori realizes that she’s in Hatsuhime’s body; that she has somehow seen how things were, and the situation has somehow “reset”, giving her the chance to avert the princess’s terrible fate.

Yakiniku Bugyou Bonfire!

7.4

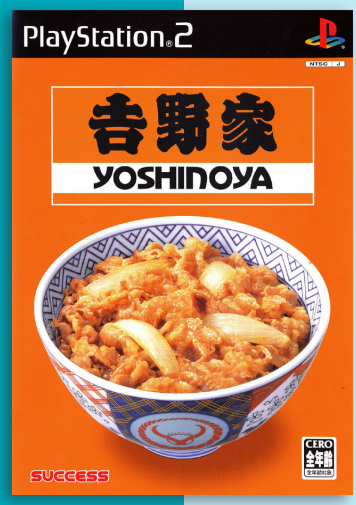
Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) August 14, 2003
Genre	Simulation, Action
Mode	1-2 Players

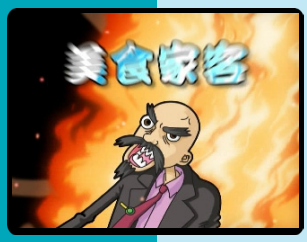
Yakiniku Bugyou is a arcade cooking simulator in a grill restaurant where players fry meat to feed visitors to this restaurant. They must follow the process of roasting meat and turn the meat on time to the other side so that the meat does not burn. If the meat is not fried or overcooked, then the visitors will become angry and players will lose points.

J

Yoshinoya

7.3





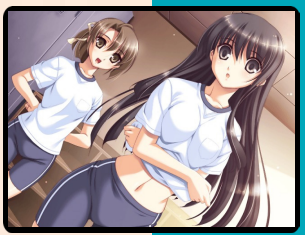
Developer	Success
Publisher	Success
Release date	(jp) May 27, 2004
Genre	Simulation, Action
Mode	1 Player

Yoshinoya is a restaurant simulation/action game, licensed by the Japanese Yoshinoya "beef bowl" chain. Players take the role of an employee, taking and fulfilling orders behind the counter, which involves pushing buttons according to what dishes people order. The game is split into different stages, each set in a different branch of Yoshinoya. Each stage has sub-levels for the morning, afternoon and night crowd. If players clear each stage, a special boss characters will appear. In these sections players have to prepare a beef bowl according to the character's requirements.

The game features a variety of playable characters, mission mode and free mode, as well as a quiz session that asks different sorts of trivia questions regarding the more than a century-old company.

"ign.com"

Yumemishi



Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) December 28, 2006
Genre	Visual novel
Mode	1 Player

The protagonist, Hirou Yumemura (夢村 広宇) is a high-school student, living with his grandmother after his parents died in a car accident. One day, he starts to experience deja-vu, reliving the events of the previous day. As he meets new people and notice various accidents happen around him, he starts to use his new found ability to try and prevent those events, some of which are done automatically, while others are determined by player's choices.

The story features three chapters, each focusing around a different character. Only the first chapter is unlocked on the first play, and unless finished with a good ending, following chapters remain locked. Certain mysteries in the story get answered in the sequel, Yumemi Hakusho: Second Dream.

"mobygames.com"

Yumeria

7.4

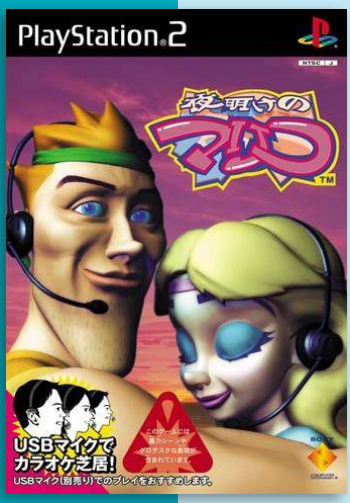
J

Developer	Namco
Publisher	Namco
Release date	(jp) April 24, 2003
Genre	Visual novel
Mode	1 Player

Yumeria is a romantic adventure game released by Namco for the PS2 in 2003. The game had a 12 episode anime series produced by Studio Deen.

Tomokazu Mikuri, the main character, turns 16 years old and has led a dull life without girls. On the night of his birthday, he dreams of a strange world in which he sees a young girl in a blue outfit fighting against an unknown enemy. Waking up, he is shocked to see the girl from his dream, Mone, in bed next to him. Soon Tomokazu, his classmate Mizuki Agatsuma, Mone, Neneko, Nanase, and her sister Kuyou enter the dream world Moera to destroy the alien race known as the Feydooms, who are attempting to break through the dream world and take over the real world.

Yoake no Mariko

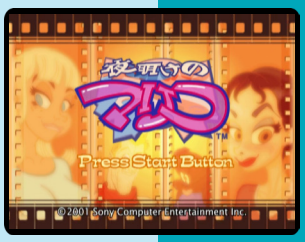


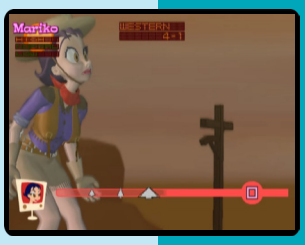
Developer	SCEI
Publisher	SCEI
Release date	(jp) December 6, 2001
Genre	Simulation, Music
Mode	1-2 Players

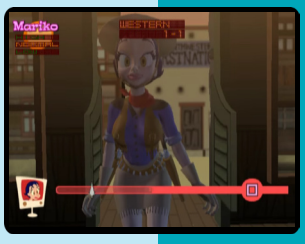
Yoake no Mariko is a voice acting simulation game designed by Spümcø, a cartoon animation studio founded by The Ren & Stimpy Show creator and animator John Kricfalusi. Artwork and character design were undertaken by Spümcø for both games and music was performed by such notable musicians as Eric Gorfain.

To play Yoake no Mariko, players must provide voice acting to correspond with a movie scene that unfolds before them. There are six levels (or scenes) in the game which include such genres as the western drama, the horror flick, and the Kung Fu action flick. As the background film clip plays, on-screen cues inform players when to deliver their lines and how to modulate their vocal intonations in a manner similar to karaoke games. The spoken lines are then graded by an in-game algorithm and the players are scored on their performance. Specifically considered are the players' timings, volumes, and tones.

5.7



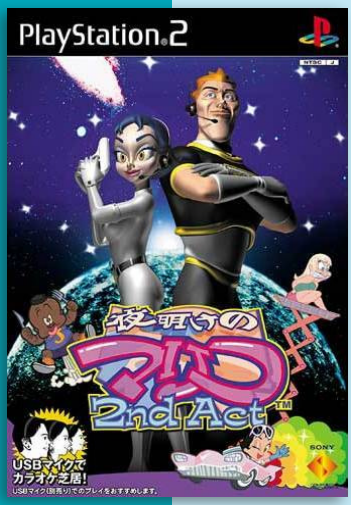




J

Yoake no Mariko 2nd Act

6.0



Developer	SCEI
Publisher	SCEI
Release date	(jp) January 24, 2002
Genre	Simulation, Music
Mode	1-2 Players

The sequel to Yoake no Mariko is another voice acting simulation game designed by Spümcø. The game feature similar gameplay and music performed by Eric Gorfain, among others. Like before, players must speak the lines of the on-screen actor to progress.

The game requires a headset. The prequel was bundled with it.

J

Yukigatari Renewal Edition

J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) July 28, 2005
Genre	Visual novel
Mode	1 Player

Originally released for Windows as hentai visual novel in 2001, the PS2 version feature added renewed artwork, a new scenario events and new characters. It also includes bonus scenarios and various unlockable as well as already unlocked bonus content accessible via main menu.

The game takes place in a snowy mountain area, where the protagonist takes part in a skiing course where he ends up with a lot of female company.

Youki Hime Den

6.1

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) August 30, 2007
Genre	Adventure
Mode	1 Player

Youki Hime Den is a game in the genre of action visual novel with elements of RPG. The game includes battles with enemies and a level-up system similar to those found in role-playing games.

Players take control of Ryuichi Sugawara, who, alongside with five heroines, will battle demons. Between battles, the game follows the visual novel gameplay where players can interact with characters and deepen their relationship with them.

J

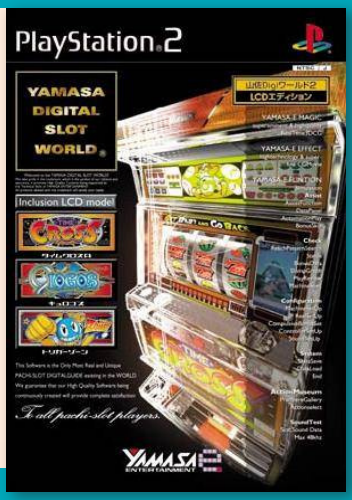
Yamasa Digi World 2: LCD Edition

6.2

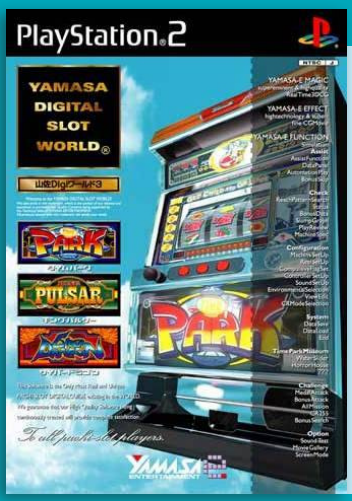
J

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) January 24, 2002
Genre	Gambling
Mode	1 Player

This was the first game in the slot machine series for the PS2. The game feature recreations of the Time Cross A, Kyurogos and Trigger Zone machines.



Yamasa Digi World 3



Developer	Yamasa
Publisher	Yamasa
Release date	(jp) July 25, 2002
Genre	Gambling
Mode	1 Player

This release includes Cyber Dragon, King Pulsar and Time Park, along with 5 different game modes and different view modes.

J

Yamasa Digi World SP

6.4

J

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) September 26, 2002
Genre	Gambling
Mode	1 Player

This release celebrates the 10 years of Yamasa's Digital Slot World slot machine line. The game comes with different machines and different game modes.

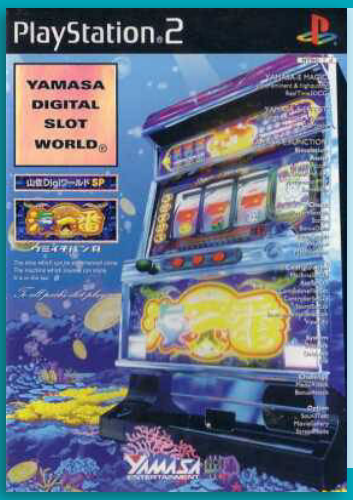
Yamasa Digi World 4

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) February 20, 2003
Genre	Gambling
Mode	1 Player

This was the final numbered entry in the Yamasa Digi World series recreates the machines; Penguin Paradise, Crazy Sherman R, Zak Sachsen Ryowa R, Destroyer XX and King Pulsar.

6.4

J



Yamasa Digi World SP:
Umi Ichiban R

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) May 1, 2003
Genre	Gambling
Mode	1 Player

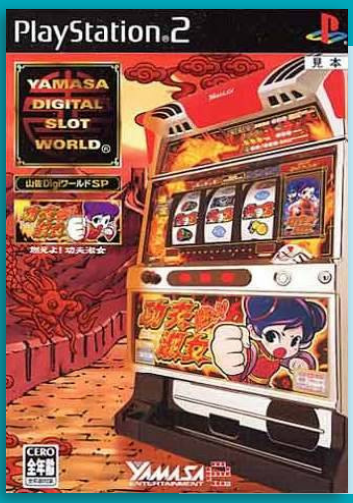
This release includes a recreatinon of the Umi Ichiban R machine. The game includes two modes; simulation and challenge.

5.3

Yamasa Digi World SP:
Neo Magic Pulsar XX

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) November 6, 2003
Genre	Gambling
Mode	1 Player

The game includes the Neo Magic Pulsar XX machine, which is the successor to the pulsar series, such as the New Pulsar and King Pulsar.



Yamasa Digi World SP:
Moe yo! Kung Fu Lady

8.0

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) April 27, 2006
Genre	Gambling
Mode	1 Player

This is another pachi-slot game in the Yamasa Digi World SP series which includes different modes and different settings.

6.8

Yamasa Digi World SP:
Giant Pulsar

Developer	Yamasa
Publisher	Yamasa
Release date	(jp) September 7, 2006
Genre	Gambling
Mode	1 Player

This game is based on the Giant pulsar machine, which is part of the larger pulsar pachi-slot series, which include different settings and game modes.

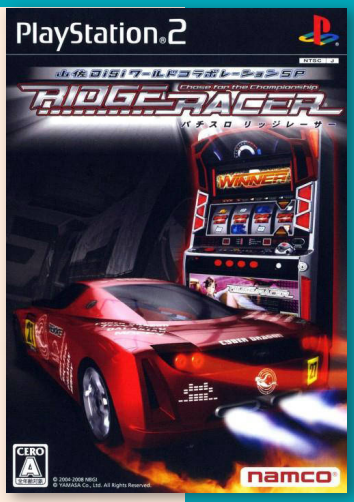
4.0

J

Yamasa Digi World: Collaboration SP Pachi-Slot Ridge Racer

Developer	Namco Bandai Games, Yamasa
Publisher	Namco Bandai Games
Release date	(jp) June 5, 2008
Genre	Gambling
Mode	1 Player

This pachi-simulation is based on a machine which in turn is based on the Ridge Racer series. The game also includes a museum mode and a challenge mode, among others.



Yoake Mae Yori Ruriiro na: Brighter than Dawning Blue

8.8

Limited Edition

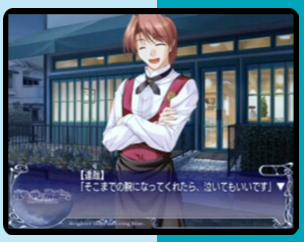
Developer	ARIA
Publisher	ARIA
Release date	(jp) December 7, 2006
Genre	Visual novel
Mode	1 Player

This romance visual novel is a port of the Windows game, Yoake Mae yori Ruriiro na, also known as Crescent Love. The ps2 version removed the adult elements of the game and introduced two additional heroines.

At some point in the past, colonists from Earth established the Kingdom of Sphere on the Moon. Tensions between the Lunarians and the Earthlings led to the Oedipus War, a conflict that left both sides badly mauled. Since that time, the Earth (now unified under the United Nations banner) and the Kingdom of Sphere have shared an uneasy peace.

The protagonist, Tatsuya Asagiri, is enamored with the moon. Ever since he was very young and met a girl who claimed to be from the moon, he has always wanted to travel there. Fate then drops an almost literal meteor on him when it is revealed that, in an effort to further normalize relations between Earth and the Moon, the Princess of Sphere, Feena Fam Earthlight, will be staying at Tatsuya's house and attending his school as an exchange student.

There are seven main plot lines that the player will have the chance to experience, one for each of the heroines in the story. To view all plot lines in their entirety, the player will have to replay the game multiple times and choose different choices to further the plot to an alternate direction.



J

Yoshitsune Eiyuuden:
The Story of Hero Yoshitsune

7.6

Developer	From Software
Publisher	From Software
Release date	(jp) January 13, 2005
Genre	Beat-'em-up
Mode	1 Player

Yoshitsune Eiyūden is based on the legendary samurai, Minamoto no Yoshitsune.

The game displays a 3rd person view of the area surrounding the player in a real-time strategic setting, similar to Koei's Dynasty Warriors. There are many stages in which the goal is to guide the troops safely across the battlefield while protecting them.

J

Yoshitsune Eiyuuden Shura:
The Story of Hero Yoshitsune Shura

6.7

J

Developer	From Software
Publisher	From Software
Release date	(jp) October 27, 2005
Genre	Beat-'em-up
Mode	1-2 Players

Yoshitsune Eiyūden Shura (shura meaning "mayhem" or "carnage") is a update to Yoshitsune Eiyūden, featuring new content.

Next to a number of new stories not found in the original, the biggest feature is the addition of new scenarios such as "Story of Kiso no Yoshinaka" and "Story of Heike". The game also includes two-player cooperative or competitive modes.

Yoshitsune-ki

8.0

Developer	DreamFactory
Publisher	Banpresto
Release date	(jp) December 1, 2005
Genre	Action
Mode	1 Player

Yoshitsune Ki focuses on weapon fighting action similar to Samurai Michi. Players can learn a variety of special attacks, and be accompanied with a CPU controlled partner. Players can use different kinds of dual attacks depending on their partner.

The game is based on the life of the 12th Century samurai and military commander of the Minamoto clan, Minamotono Yoshitsune.

J

Ys

Ys (イース) is a series of role-playing games developed by Nihon Falcom. The first game in the series, Ys I: Ancient Ys Vanished, was released on the NEC PC-8801 in 1987. Ys games have also appeared on the Sharp X1, MSX2, FM-7, NEC PC-9801, Sharp X68000, Master System, Sega Genesis, Sega Saturn, Famicom, NES, Nintendo DS, Windows, PS2, PSP, TurboGrafx-CD, Apple IIGS, mobile phones, SNES, PlayStation Vita, PS4, Nintendo Switch, and Xbox One. As of 2017, the series had sold over 4.8 million copies worldwide.

Ports of the games to console platforms have usually been handled by various other licensee companies, such as Hudson Soft, Tonkin House and Konami. In terms of the number of game releases, the Ys series is second only to Final Fantasy as the largest Eastern role-playing game franchise, as of 2011.

The Ys series chronicles the adventures of Adol Christin, a young man with a zest for adventure and an uncanny knack for being in the right place at the right time. Gameplay usually revolves around Adol, though his comrade, Dogi, is a frequent companion in his travels. Thus far, Adol has visited the regions of Esteria, Ys, Celceta, Felghana, Xandria, the Canaan Islands, and Altago.

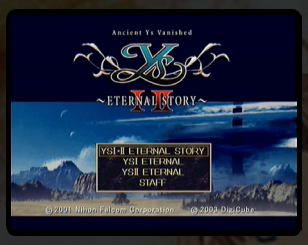
A feature of the early Ys games is the Darm Tower (or Dahm Tower in some translations). In the story, it is an unfinished and deserted tower, built with the intention of touching the sky. The tower houses a small annex, titled "the Tower of Rado" (or simply "Rado's Annex") three quarters of the way up. According to in-game lore, the normally immortal ancient Ys aged because humans overused the magic power of an ancient artifact, known as the Black Pearl. The result of this misuse was evil magical energy bringing forth millions of cruel demons. The people of Ys fled to the Palace of Solomon and used the Black Pearl to lift the palace into the sky, creating a safe haven. The demons, focused on controlling the Black Pearl for their own intentions, began building the Darm Tower, day and night, attempting to connect to the Palace of Solomon with their construction. As in-game-events transpired, however, the demons' efforts were thwarted.

Later games feature a variety of plots but frequently begin with a shipwreck. A stranded Adol then gets involved in the new area's events and adventure ensues.

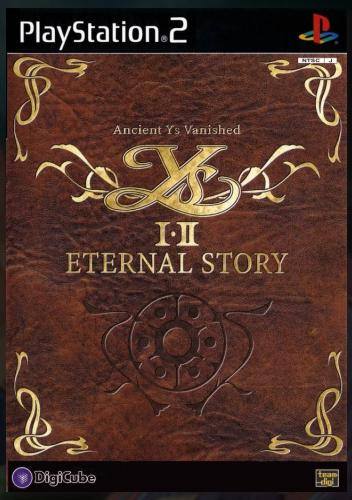
Until 2005, only three Ys games were available in North America: Ys I: Ancient Ys Vanished (Master System, MS-DOS, Apple IIGS), Ys I & II (TurboGrafx CD), and Ys III: Wanderers from Ys (SNES, Genesis, TurboGrafx CD). The original PC-8801, PC-9801, X1 and MSX2 versions, as well as the Famicom ports remain exclusive to Japan. English ports of the Japanese PC game Ys VI: Ark of Napishtim were released by Konami in 2005 and 2006 for the PS2 and PSP, respectively, marking the first English release of the series in 13 years.

Ys I & II Eternal Story

7.9



Developer	DigiCube
Publisher	DigiCube
Release date	(jp) August 7, 2003
Genre	Action role-playing, Compilation
Mode	1 Player



Ys I & II (イースI・II) is an action role-playing compilation originally released for the Turbo-Grafx-CD in 1989. It consisted of enhanced re-makes of the first two Ys games, Ys I: Ancient Ys Vanished – Omen (1987) and Ys II: Ancient Ys Vanished – The Final Chapter (1988), which was first released for the PC-8801 home computer in Japan. The TurboGrafx-CD release was one of the first video games to use CD-ROM, which was utilized to provide enhanced graphics, animated cut scenes, a Red Book CD audio soundtrack, and voice acting. The game's English localization was also one of the first to use voice dubbing.

In both games the player controls a red-haired swordsman named Adol Christin. In the first game he must seek out the six Books of Ys. These books contain the history of the ancient, vanished land of Ys, and will give him the knowledge he needs to defeat the evil forces currently sweeping the land of Esteria.

In Ys II Adol is transported to the floating civilization of Ys, and begins a quest to unravel the secrets of the land, and finally rid it and Esteria of evil.

The PS2 version is based on the 1997 Windows release, Ys Eternal, which includes updated graphics and FMV sequences. The PS2 version introduces an additional mode that re-balances the leveling system for a smoother transition between the two games. It also contains a bonus "Magic World", which contains new characters, a few sub-quests, as well as access to artwork gallery and sound test. Voice acting has been added as well.

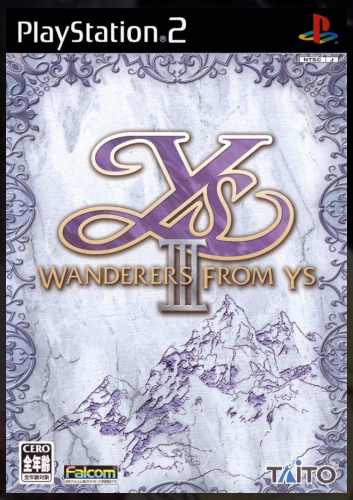
This version also introduces changes to the weapon system. In all previous releases of the games a more powerful sword rendered weaker ones useless. In this version, each sword has additional properties: for example, the initial Short Sword can now stun enemies.

A later improved version was released, dubbed Ys I & II Chronicles Plus, was released in North America and Europe through Steam and later GOG.com in 2013.

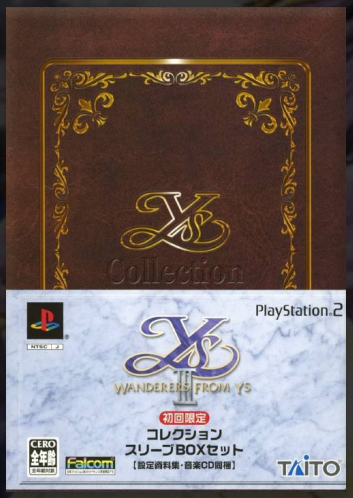
Limited Edition

Ys III: Wanderers from Ys

7.4



Limited Edition



Developer	Falcom
Publisher	Taito
Release date	(jp) March 24, 2005
Genre	Action role-playing
Mode	1 Player

Ys III was initially released for the PC-8801 and PC-9801 in 1989, and versions for the MSX2 and X68000 soon followed. In 1991, a number of console ports were produced: versions for the TurboGrafx-CD, Famicom, SNES, and Sega Genesis. A port for the PS2 was released by Taito Corporation in 2005. The TurboGrafx-CD, SNES, and Genesis ports, as well as the PSP and Windows remake, Ys: The Oath in Felghana, have received official English-translated releases. After completing Ys III: Wanderers from Ys, Hashimoto and Miyazaki left Nihon Falcom and founded Quintet.

In the game, Adol Christin's long-time friend, Dogi, wishes to return to his home town of Redmont after hearing about strange disturbances that are happening there. Always looking for an adventure, Adol joins him and soon finds out the cause of this new evil.

Ys III: Wanderers from Ys breaks away from the "bumping into enemies" battle system of the first two games, allowing Adol to control his sword in a variety of directions. Beside changing the battle system, the game's perspective switches to a side-scrolling view, as opposed to the top-down one of the previous games. Adol also has the ability to jump now. New to the series is the use of magical rings, which give Adol different powering-up abilities such as healing and shielding. The game also uses various key items found along the way to solve minor puzzles and progress the story.

Like the original, the PS2 release has 2D graphics, with character sprites and hand-drawn backgrounds. The visuals have been redone in higher resolution and with new artwork. Character portraits and voice acting have been added.

The game retains the story, locations, and general gameplay mechanics of the original release. The default difficulty level is lower than in the earlier version. Also, enemies get stunned for a short while when hit, granting the player character a short period of invulnerability. On the other hand, it is no longer possible to hold the attack button to hit several enemies at once.

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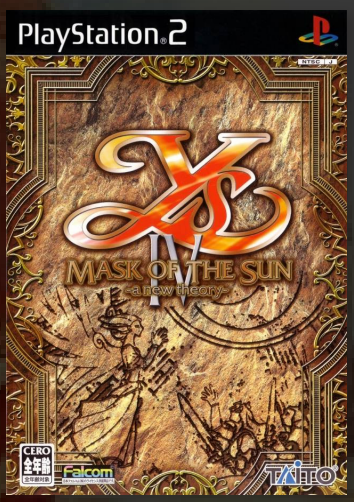
Ys IV: Mask of the Sun - A New Theory

6.6



Developer Arc System Works
Publisher Taito
Release date (jp) May 26, 2005
Genre Action role-playing
Mode 1 Player

Mask of the Sun was one of two games released under the title of "Ys IV", the other being Hudson Soft's Ys IV: The Dawn of Ys for the PC Engine. The two games share the same basic story, but many changes were made in the Hudson-produced Dawn of Ys. Of the two, Mask of the Sun was the official Ys IV storyline before the release of Ys: Memories of Celceta.

Ys IV takes place between the events of Ys II and Ys III: Wanderers from Ys.

After returning to the town of Minea, Adol comes across a message in a bottle. The message is from the far-off land of Celceta, asking for help. Adol decides to take the offer and boards a ship to the land of Celceta.

In this version of Ys IV, Adol's departure occurs immediately at the start of the game; there are no initial events occurring in the actual town of Minea, as there were in The Dawn of Ys.

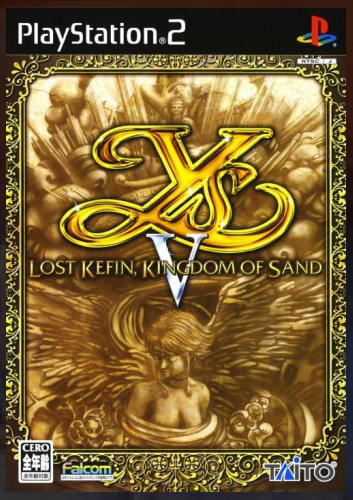
Ys IV returns to the style of play used in Ys I and II. Adol is viewed from a top-down perspective, and he attacks enemies by running into them to cause damage. Adol gains experience from defeating enemies, and gaining experience serves to raise his strength, as in the previous games. A new Magic system is introduced as well, in which Adol can equip elemental swords to cast various types of attack spells.

The PS2 version is visually similar to Ys VI: The Ark of Napishtim, having character sprites and 3D environments, unlike the fully 2D graphics of the original release.

The "bumping" combat style of the earlier version has been replaced by the more common system that requires the player to press an attack button to hit the enemy. There are three levels of attack strength for the swords, as well as new elemental weapons and magic spells. The general plot is the same as in the original version, but several events have been altered or added.

The PS2 remake of Mask of the Sun only used the original Ys IV music, with none of the tracks composed for the Super Famicom version being present.

7.5



J

Ys V: Lost Kefin, Kingdom of Sand

Developer	Arc System Works
Publisher	Taito
Release date	(jp) March 30, 2006
Genre	Action role-playing
Mode	1 Player

Falcom released Ys V was originally released as a Super Famicom exclusive. A standalone title, it gave Adol a jump and manual attack. It was criticized as being too easy; in response to this, Falcom put out Ys V Expert, a harder version of the game. The PS2 remake of Ys V by Taito was released 2006 in Japan.

In the game, Adol is travelling through new lands, in search of more adventure, when he hears of the vanished desert city of Kefin. He sets off to investigate this ancient city's disappearance.

The RPG-style statistical elements of the previous games are retained in Ys V. As in Ys III, there is no auto-attack; the player must press a button to swing Adol's sword. Adol is also given the ability to jump and defend with his shield.

A new magic system is introduced in Ys V as well, which requires the player to charge up spells by holding a button before they can be cast.

Adol must level up physical skills and magical skills separately.

The PS2 remake of Ys V: Ushinawareta Suna no Miyako Kefin retains the general story of the original version, though a few events have been altered (for example, characters are introduced to the plot at a different time, etc.). Location layout is generally preserved, though there are a few changes in the overworld area.

The remake utilizes 3D background graphics, similarly to Ys VI: The Ark of Napishtim. It adds voice-overs to the dialogue. The magic system has also been re-designed, requiring the player to equip various stones on swords to execute spells.

Japanese publication Famitsu gave the original SFC version of the game a score of 26 out of 40. Famitsu also scored the PS2 release of Ys V a 28 out of 40.

A fan translation of the Super Famicom version was released by Aeon Genesis in 2013.

Ys: The Ark of Napishtim

7.2

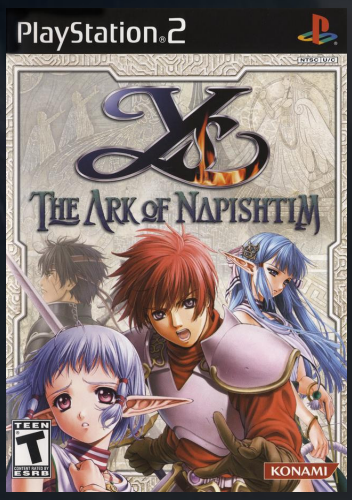
Developer	Falcon
Publisher	Konami
Release date	(us) February 22, 2005
Genre	Action role-playing
Mode	1 Player

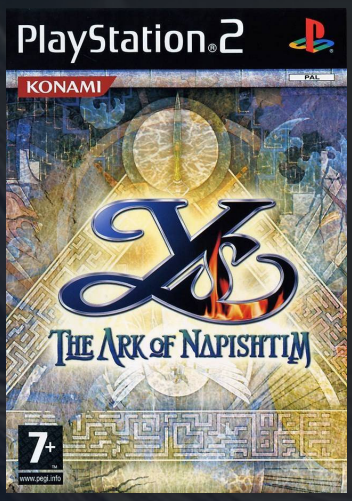
Ys VI: The Ark of Napishtim was first released in 2003 for Windows. Not counting the remakes of Ys I & II, it was the first new Ys game released by Falcom in eight years. The name Napishtim is a reference to the character Utnapishtim from the Epic of Gilgamesh.

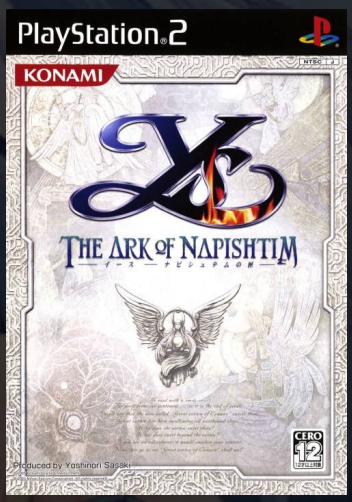
The story begins after Adol's ship is attacked by a fleet of Romun ships. Forced to sail into an unknown area, they encounter a large storm. Adol is swept off the vessel while trying to rescue a fellow sailor and washed ashore by the vortex that surrounds the Canaan Islands. He is found, unconscious, by the nieces of the chieftain of the nearby Rehda village, Olha and Isha, who are the daughters of his brother that died when battling with fellow Redha against the Wandering Calamity. The girls take him to their village and lay him to rest in their Uncle Ord's house. Adol hears them talking about him and wakes up briefly, afterwards going back to sleep because of his exhaustion. His adventure then begins.

Ys VI expands on the mechanics introduced in Ys III and V in that players are given much more control over Adol including the ability to jump and control his attacks and various magics. Areas are presented in 3D graphics. Character, monster and minor bosses are presented using pre-rendered 3D sprites, which is 3D models in the PS2 release.

Konami made several additions and changes when porting the game to the PS2. The most notable were the inclusion of both English and Japanese voice acting to all characters (including NPCs) and several new optional areas referred to as "Alma's Trials." While the Japanese voice acting could be selected in the NTSC-U version, the PAL version had all Japanese voice acting removed. Konami also added new FMV sequences, though the original animated sequences could still be selected through a code. Blood and gore effects were removed due to console games requiring a rating. Lastly, they changed the character and monster graphics from pre-rendered 3D sprites to fully polygonal 3D models. While this allowed for much better animation, it also changed Adol's appearance based on his equipment.







J N P

The Yamanote Sen: Train Simulator Real

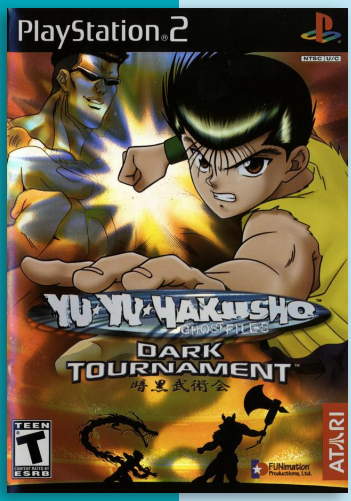
J

Developer Ongakukan
Publisher SCEI
Release date (jp) October 4, 2001
Genre Simulation
Mode 1 Player

This train-simulator is based on the real life Yamanote Line, a railway loop line in Tokyo. The game was developed in cooperation with the East Japan Railway Company (JR East).

Game modes include; “training school”, “run test”, and “normal work”, where normal work is the main mode where players take the role of a train conductor.

Yu Yu Hakusho: Dark Tournament



5.6

N P

Developer Digital Fiction
Publisher Atari
Release date (us) September 21, 2004
Genre Fighting
Mode 1-2 Players

Yu Yu Hakusho: Dark Tournament is a fighting game based on the manga and anime series YuYu Hakusho created by Yoshihiro Togashi.

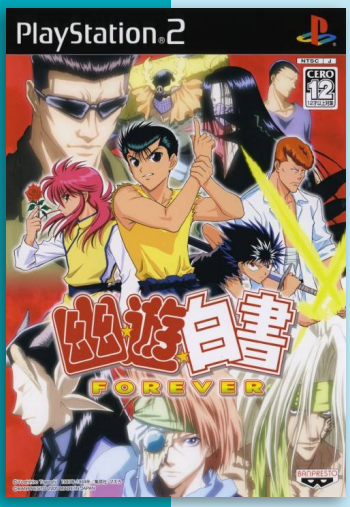
Dark Tournament follows the protagonist Yusuke Urameshi, a rebellious teenager who dies and is brought back to life in order to serve as a “Spirit Detective”, solving cases involving apparitions and demons within the living world. Dark Tournament retells the story arc of the same name. After accepting an invitation by a seemingly invincible demon named Toguro, Yusuke and his companions travel to a deadly, demon martial arts tournament where the winners may claim any prize desired.

Dark Tournament is a 3D versus fighting game where the player progresses by completing specific objectives tied to a combat system. These objectives range from following simple commands to full-out battles with opponent characters. Each unique character can utilize a number of basic moves as well as stronger “spirit” attacks.

Critical reception for Dark Tournament has been average or mixed.

Yu Yu Hakusho Forever

6.9



Developer	Matrix Software
Publisher	Banpresto
Release date	(jp) May 19, 2005
Genre	Fighting
Mode	1-2 Players

Yu Yu Hakusho: Forever is set after the events of the Dark Tournament. As Yusuke and his friends return home they discover a man named Sensui plans on destroying the Earth by making his right hand man Itsuki open the demon plane into the human plane. After defending the world from destruction, Yusuke and his friends join the Demon World Tournament to fight the Three Kings.

There game includes 20 playable characters.

J

Yu-Gi-Oh! The Duelists of the Roses

5.9

Developer	Konami
Publisher	Konami
Release date	(jp) September 6, 2001
Genre	Turn-based strategy
Mode	1-2 Players

Yu-Gi-Oh! The Duelists of the Roses is based on the Yu-Gi-Oh! series. This was the first game from the series to be released on PS2.

Like most other Yu-Gi-Oh! video game adaptations, this is a strategy card game. The duels of the game take place on a 7x7 table; each player commands a "Deck Leader", who acts as the representation of the player character's hit point, as well as the central square on the map around which cards can be placed. Monsters can be navigated freely on the board, with the goal of surrounding and defeating the opponent's Deck Leader. Various field bonuses and card fusions are also present.

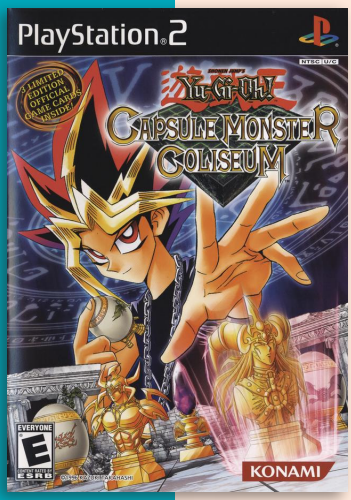
Upon its release, Yu-Gi-Oh! The Duelists of Roses received mixed reviews from most game critics, with many critics praising the game for its graphic design and appeal, but criticizing its tedious gameplay and lack of fair challenge.

The game was a commercial success though, being recognized as one of the best-selling PS2 games to date, selling over one million copies worldwide. In mid-2006, The Duelists of the Roses was named a PS2 Greatest Hits title.

J N P

6.2

Yu-Gi-Oh!
Capsule Monster Coliseum



J N P

Developer	WinkySoft
Publisher	Konami
Release date	(jp) July 29, 2004
Genre	Turn-based strategy
Mode	1-2 Players

Yu-Gi-Oh! Capsule Monster Coliseum was released for the PS2 in 2004. Unlike other Yu-Gi-Oh video games it focused on the lesser known Yu-Gi-Oh! Capsule Monsters Collectible Figure Game featured in the manga. This was before the release of the Capsule Monsters anime spin off.

The game is a 3D board game which consists of a series of duels, which are played with cards. The game has been split up in a Campaign Mode, in which players take on all levels of the Monster Coliseum on their own, a Free Battle Mode where they play skirmish matches against enemies defeated in the campaign, and a versus mode to take on another player. Before starting, players have to choose a symbol, assign parameters to it (based on monster points, action points and power points) and buy a starter kit card deck.

In a typical campaign game, players start in the entrance hall, where they manage their cards and monsters. To duel, they choose one of the four areas with five levels each, and defeat the opponents. New monsters are acquired by winning the match. The turn-based duels are played as a card game. Both characters start with a deck of cards and a number of health points. When a health status reaches zero, the battle is over. Players attack the opponent by summoning monsters and assigning abilities to them. Trick cards can be used to gain both offensive and defensive advantages. Before each duel, players have to pick a monster that is up for ante, and the fighting is influenced by various parameters, including the land form they are playing on.

On the game board, each monster is bound by a certain movement range and attack range. They can level up, evolve, or fuse to form more powerful creatures. The goal is to become King of Capsule Monsters, the highest rank in the Coliseum. If you have cleared the four areas, the final area, King Coliseum, will appear.

"mobygames.com"

Yu-Gi-Oh! GX: The Beginning of Destiny

4.9

Developer Konami
Publisher Konami
Release date (jp) December 6, 2007
Genre Turn-based strategy
Mode 1 Player

Yu-Gi-Oh! GX Tag Force, known in Japan as Yu-Gi-Oh! Duel Monsters GX Tag Force is based on the Yu-Gi-Oh! GX anime series. It is was originally released for the PSP as the Yu-Gi-Oh! series' debut on the system and the first game in the Tag Force series. The PS2 version is a port. Three promotional cards came packed with the PSP game - "Phantom Beast Cross-Wing", "Phantom Beast Thunder-Pegasus" and "Phantom Beast Wild-Horn".

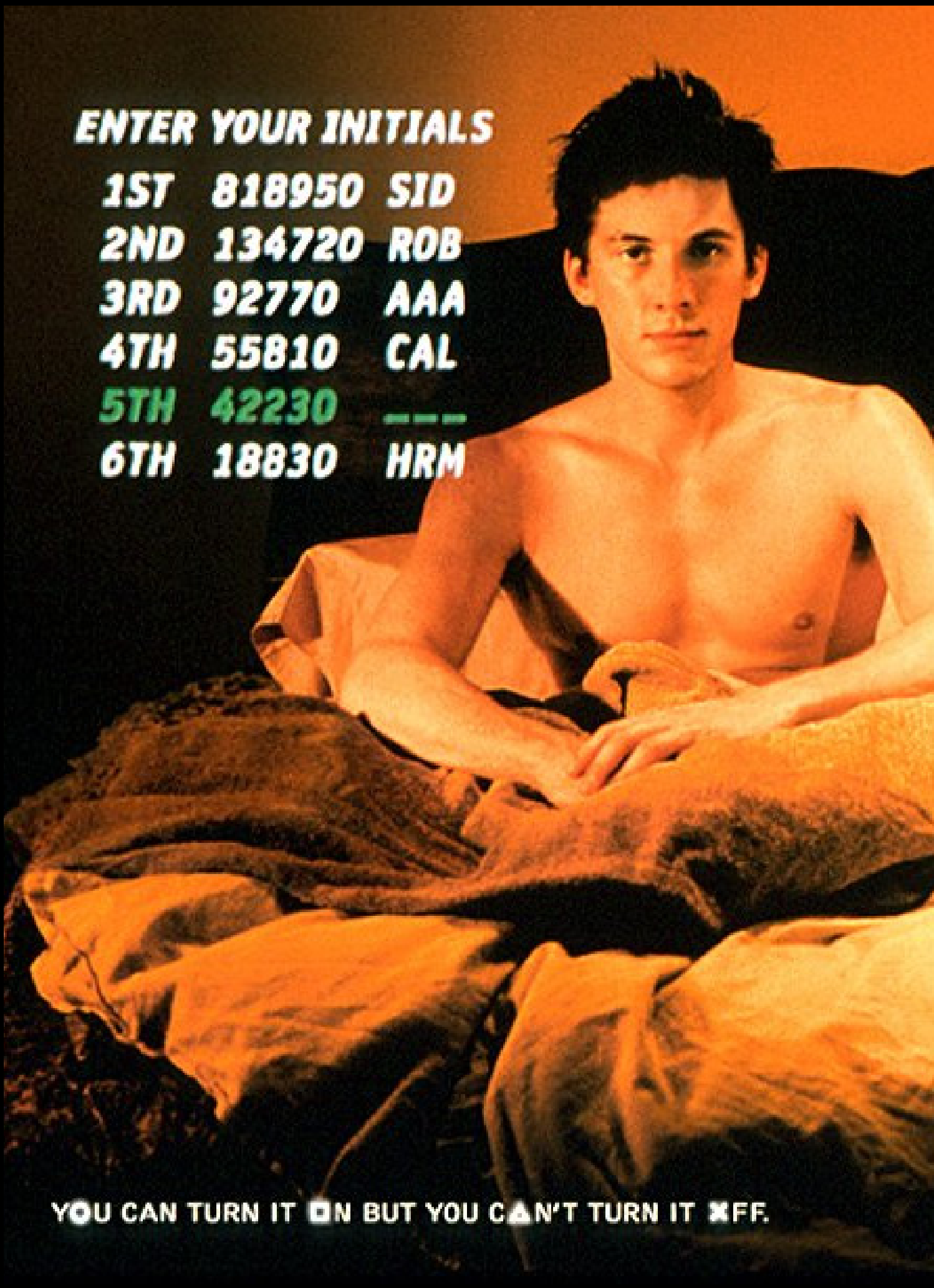
Yu-Gi-Oh! GX Tag Force is a card game, following the TCG rules (OCG in Japan) and based on the first season of the Yu-Gi-Oh! GX anime series. The player controls a young boy who enrolls at a foreign student at the Duel Academy. The game includes characters from the anime, as well as characters exclusive to the video games.

The game is divided in three parts. In the first one the player has to team up with one of the characters from the anime. There are different conversation options and each Sunday a Tag Duel is held with one of the chosen partners. Affection needs to be built up through conversations and gifts until a partner has six hearts. Eventually the Tag Force Tournament at the end of July needs to be won and that is where the second part starts. A final partner is chosen and the characters much progress through duels to acquire 90 GX Medals and make it to the final round of the tournament. In the third part all Shadow Riders (Steven Stars in Japan) must be defeated that have brainwashed other characters.

The protagonist starts with a water deck and gains cards, which can be purchased from the store with DPs, as time goes by. After completing the game it an be restarted with another character to gain DPs. The duels are played from an almost top-down view with turn-based card desk battles.

"mobygames.com"

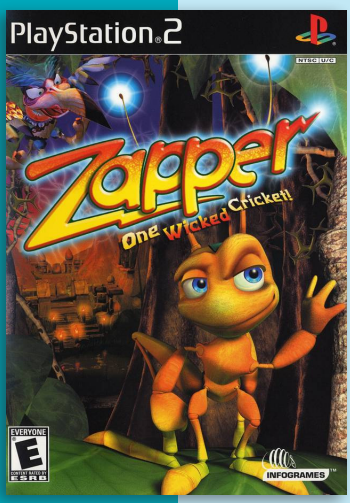
J N P


ENTER YOUR INITIALS
1ST 818950 SID
2ND 134720 ROB
3RD 92770 AAA
4TH 55810 CAL
5TH 42230 ___
6TH 18830 HRM
YOU CAN TURN IT ON BUT YOU CAN'T TURN IT OFF.

PS2

Zapper

5.6



Developer	Blitz Games
Publisher	Infogrames
Release date	(us) November 3, 2002
Genre	Platformer
Mode	1-2 (4) Players

In Zapper: One Wicked Cricket the player controls a cricket on a mission to save his brother.

The player's aim is to traverse over eighteen levels as Zapper. Along the way the player must collect six eggs in each level. The player can jump or zap through the levels. If Zapper touches an enemy or falls into an environmental hazard, Zapper will lose his life and will respawn at the last collected egg checkpoint. Zapper has turn-based enemy movements, but the gameplay is similar to Frogger, which instead has vehicles moving independently. It is described in the GameSpot review as *"basically just Frogger without the license"*.

Zapper received average scores from reviewers, with GameRankings listing its average review score from a variety of sources being between 56 and 59.5%.

N P

Zathura

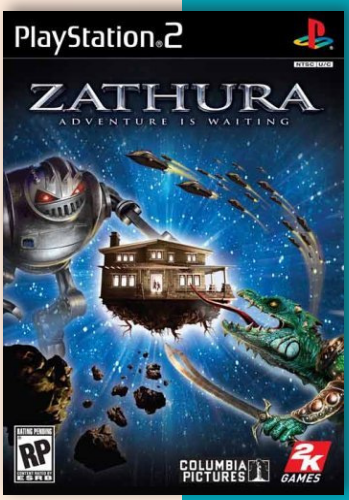
4.3

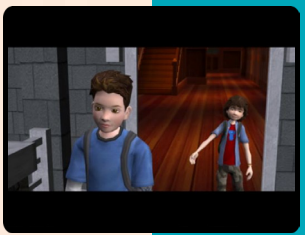
N P

Developer	High Voltage Software
Publisher	2K Games
Release date	(us) November 2, 2005
Genre	Action-adventure
Mode	1 Player

Zathura is a third-person platformer based on the 2005 fantasy science fiction film of the same name. After an argument with his brother Walter, Danny goes into the basement of his house and finds an old mechanical board game. When they start to play the game, their house is catapulted into space, they get a large battle robot, and visit other planets in order to complete the game and return home.

Players control in turn as either one of the brothers or the robot. Walter can melee combat with a wrench and shoot projectiles while Danny has a slingshot, and the robot can shoot lasers or a charged shot, and can charge an enemy and jump high. As they progress through the different levels cut-scenes advance the story. They can grab power-ups and need to fight boss enemies as well.





6.5

Zipang

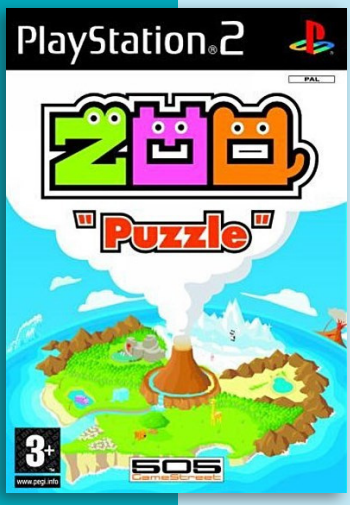
Developer	Artdink
Publisher	Bandai
Release date	(jp) May 26, 2005
Genre	Strategy
Mode	1 Player

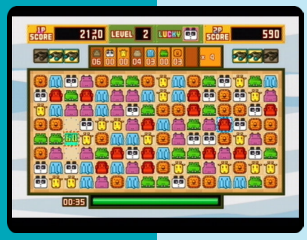
Zipang is a strategy game based on the manga and anime. A modern Japanese battleship finds itself transported back in time to World War II, and the crew must decide where their allegiances lie in the past.

The game is set up as a series of real time missions surrounded by conversation sequences that advance a storyline. The goal of each missions is to avoid loss of life, with the game evaluating the players performance based on how much of their crew they protect. During a mission, players can get a fix on the surroundings from three different perspectives: the bridge, the deck and the radar room. In addition to making decisions based off clues from these areas, players will also need to make use of intercepted enemy messages.

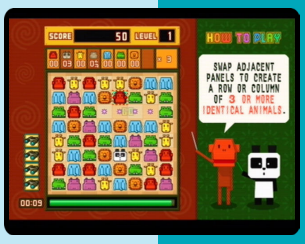
"ign.com"

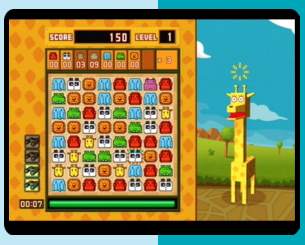
Zoo Puzzle





Developer	Buddiez
Publisher	Success, (eu) 505 Game Street
Release date	(jp) February 12, 2004
Genre	Puzzle
Mode	1-2 Players





Zoo Puzzle, also known as Zoo Keeper, is a fast-paced tile-matching game. The objective is to remove the animal tiles that fill up the screen by aligning three or more in a row or column. Levels ends when a pre-determined number of each animal tile has been removed.

There are five varied game play modes: Normal, Tokoton, Quest, Time Attack and 2P. Normal mode has players clearing a set amount of animals each level before progressing to the next. Tokoton is similar to Normal, but has all the animal amounts set to 100 before they'll level up. Quest has players playing ten set stages with specific goals (such as only capturing animals of a certain type) that they must attempt to achieve. Time Attack has players aiming to get the highest score possible in the time limit. 2P has two players battling it out against each other.

"mobygames.com"

Zatch Bell! Mamodo Fury

4.0

J N

Developer	Mechanic Arms
Publisher	Bandai, (us) Namco Bandai Games
Release date	(jp) December 2, 2004
Genre	Fighting
Mode	1-4 Players

Zatch Bell! Mamodo Fury is a fighting game based on the Zatch Bell! franchise. The story revovles around a tournament that takes place every 1000 years to decide the most powerful Mamodo. This time, Zatch Bell is determined to win. The only problem is that he can't fight alone. Assisting him is the human Kiyo, who, by reading spells from a book, can activate Zatch's powers.

Players can control Kiyo, or one of 19 other characters, each with a associated Mamodo. They can either attack their opponent directly, or have the Mamodo attack with a spell. (Four attack spells, one defensive spell, and one super spell.) Players can also switch control to the Mamodo directly, though this leaves them defenseless.

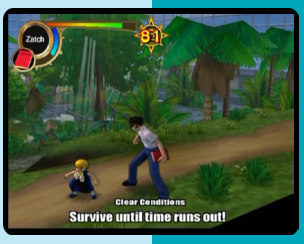
Zatch Bell! Mamodo Fury features a rather long story mode, stage select mode, 1 and 2 player vs. mode, arcade mode, and several types of mini-games, for 1 to 4 players.

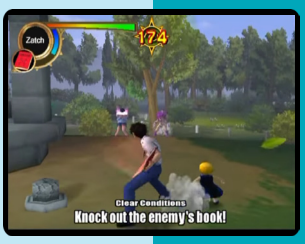
The game includes several different between the Japanese to the US version. Among some of the changes are cosmetic changes to the HUD. Certain story mode levels have been given different objectives. The two games also feature different songs for the intro, battles and credits.

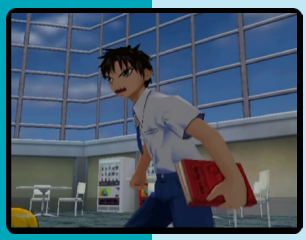
The two versions also have graphical differences. The character models are given thick outlinings and slightly brighter coloration in the Japanese version. There are also few differences on how certain spells look, although they are minor differences.

The voices in the Japanese version are of much higher sound quality. The US version's voices are quite low quality and sound grainy. Also, the lip syncing does not match the character's voices in the US version.

The battle against Victoream is also much more difficult in the US version. Victoream has two times more defense in the US version as opposed to the Japanese version.







5.6

Zatch Bell! Mamodo Battles

J N

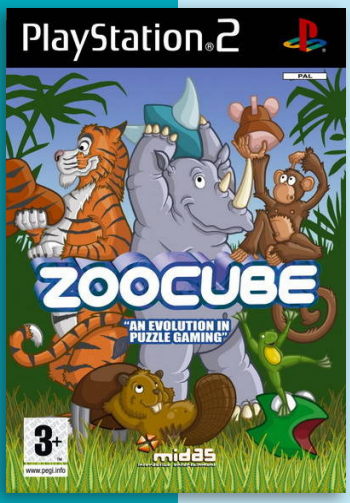
Developer	Eighting
Publisher	Bandai
Release date	(jp) March 24, 2005
Genre	Fighting
Mode	1-2 Players

Zatch Bell! Mamodo Battles, known as Konjiki no Gash Bell!! Yuujou Tag Battle 2!! in Japan, is a 3D fighting game. The game depicts the storyline of the manga and anime just prior to the Ancient Mamodo arc.

There is a story mode where the player can choose one of six characters to use and play through a unique campaign for each character. The game also has a time attack mode that scores the player after battling eight opponents, and a practice mode that allows the player to train against a dummy opponent.

As the player progresses and spends time in the game, they earn points that can be used to unlock upgraded characters. Points can also be used to purchase unlockable cards.

ZooCube



Developer	PuzzleKings
Publisher	Midas Interactive Entertainment
Release date	(eu) July 21, 2006
Genre	Puzzle
Mode	1-2 (4) Players

P

ZooCube is a puzzle game that involves matching parts of animals to eliminate them and get points.

Players score points by matching animal heads that fall towards the faces of a rotatable cube. The player also needs to make matches quickly so that heads don't build up too much on the cube which can cause the player to lose, in a similar fashion to Tetris.

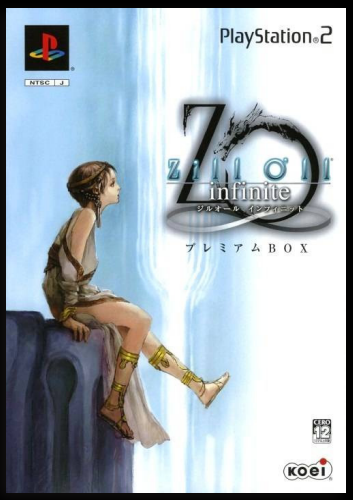
Power-ups can be used to destroy animal parts, get points, or to make life more difficult for the player's opponents, such as by speeding up the rate at which animal parts fall to their cube, or reduce how fast their cube can spin.

ZooCube received mixed to positive reviews. It has a score of 67% on Metacritic. Game Informer wrote that ZooCube was *"everything a puzzle game should be: simple, fast, hard, fun, addictive and serviceably pretty."*

Zill O'll - Infinite

7.4

Premium Box



Koei the Best

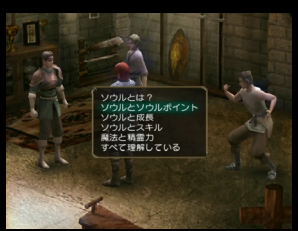
Developer	Koei
Publisher	Koei
Release date	(jp) June 23, 2005
Genre	Role-playing
Mode	1 Player

Zill O'll Infinite (Zill O'll ~infinite~) is a fantasy role-playing game and a remake of the PlayStation game Zill O'll.

The game is set on the continent of Bioscian in the year 1200 in the timeline of the Vyashion continent. The evil Emperor Balor, ruler of the Dyneskal Empire, has been defeated, and an era of relatively peaceful co-existence between the continent's various races began. However, a new threat arises when the sleeping Dragon King awakens beneath his secluded island. Supervising the life of humans, the Dragon King prefers to keep them in a state of perpetual war, so that no faction would gain the upper hand, believing that is the only way to uphold balance. An adventurer who possesses the unique gift of the Infinite Soul, granting him or her the greatest power of choice, rises to the challenge of shaping the fate of humanity.

The game is a Japanese role-playing game with several distinguishing characteristics. The basic mechanics follow the convention of the genre, with simple turn-based combat (against enemies visibly walking on-screen during exploration) and semi-automatic leveling. Player-controlled character can also learn various skills and raise elemental affinities which play a role in combat. Defeating enemies quickly bestows benefits on the party.

The game's unusual features lie in its scenario system. The player creates the main character by choosing his or her gender, answering a few moral questions, and choosing the initial location. Depending on these combinations the initial quest will be different, though after a while all the prologues merge into a single main plot. Despite being largely linear, this plot can be affected to a degree by decisions made by the player. Locations can be visited by selecting a destination on the world map. Each trip takes a certain amount of time, which must be taken into consideration in conjunction with the events of the main plot.



The player is also free to complete quests in any order. Plot-dictated events (e.g. outbreak of a war) will normally occur regardless of the player's input. Important characters may stay alive or die depending on the player's choices and level of involvement in their personal quests. In addition, towns offer guild quests coming in five varieties - delivery, escort, discovery, slay, and rescue. These quests may open new areas and grant the party experience as well as special Soul points, which are used to steer a character in a direction corresponding to a certain class.

The lead character also has unique attributes such as bravery, kindness, etc. These attributes may be affected by the player's choices and also influence the hero's relationships with other characters. These relationships are measured according to the emotion of the character in question, ranging from hatred to adoration, and eventually determine the character's fate during the story's conclusion.

In the PS2 port, Zill O'll Infinite, the gameplay system and the layout of the locations remain unchanged. The graphics are technically more advanced, with more detailed 3D character models and sharper-looking pre-rendered backgrounds. A few events have been altered, and in some cases different requirements must be met to advance relationships with certain characters. This version also introduces new characters, raising the amount of possible endings to 48 (as opposed to 24 in the original release). It also has a New Game+ feature which effectively adds a new opening scenario to the story.

The original Zill O'll which was released in 1999 was heavily compared (unfavorably) to Final Fantasy. GameSpot's Christian Nutt stated that *"While it's not bad, it's not really good either, and there's just no room for it on this side of the ocean."*

"mobygames.com"

Zero no Tsukaima:
Shou-akuma to Harukaze no Concerto

7.6

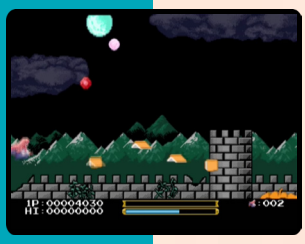
Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) February 15, 2007
Genre	Visual novel
Mode	1 Player

This is the first of three Familiar of Zero visual novels. The story is a separate continuation from the anime and follows the adventures of Saito and Louise after one day they stumble across a girl who is knocked out and laying on the side of the road. It turns out this girl is Haruna Takanagi, a classmate of Saito's back on Earth. The three set out to solve the mystery of how Haruna ended up in Halkeginia and how to get her back to Japan as well as catch a culprit behind mysterious terror attacks in Tristain.

"pcsx2.net"

8.1

Zero no Tsukaima:
Muma ga Tsumugu Yokaze no Nocturne



Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) November 29, 2007
Genre	Visual novel
Mode	1 Player

The story follows the adventures of Saito and Louise after becoming friends with Christina Vasa Ricksell Oaksenshelluna, the new transfer student at the Tristain Academy of Magic. Strangely Christina claims to be a samurai, which surprises Saito as samurai are something from Japan and not Halkeginia. Saito and Louise set off on a new adventure to find out more about Christina and why she has come to the academy as well as a strange dream Saito is having.

Limited Edition

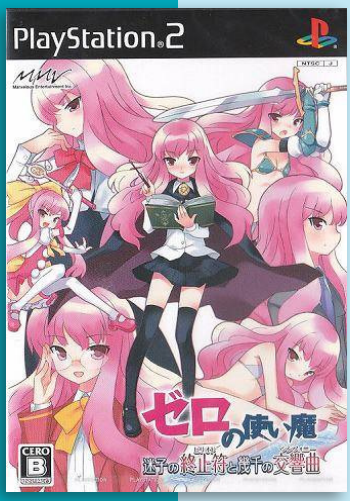
Zero no Tsukaima: Fantasy Force

This is a bonus disc side-scrolling shooter bundled with Limited Edition Zero no Tsukaima: Muma ga Tsumugu Yokaze no Nocturne. The game appears only in this bundle.

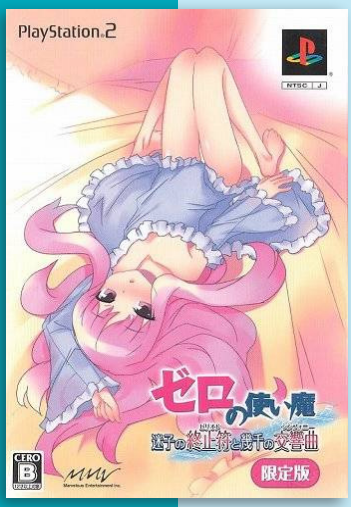
Players control Louise as she flies through and shoots down a barrage of enemies in a 2D horizontal shooter inspired by games of the 8 bit era. Players can collect powerups, use screen clearing magic and try to make it to the end of each stage.

Zero no Tsukaima:
Maigo no Period to Ikusen no Symphony

7.7



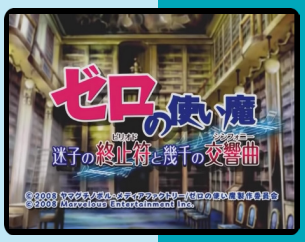
Limited Edition



Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) November 6, 2008
Genre	Visual novel
Mode	1 (-2) Player(s)

The third game follows the adventures of Saito and Louise when they are tasked with checking out a library after reports of ghosts inhabiting it arise. After Louise lost her memory, the librarian tells them they will need to go into the various books in the library to recover her memory.

Notable changes from the other entries in the series include the "tsundere meter" being reworked from a notched bar to a gradient circle gauge, while also lacking the turn based combat sections from the first entry.



J

Zero no Tsukaima:
Fantasy Force 2nd Impact

This is another bonus disc side-scrolling shooter bundled with Limited Edition Maigo no Period to Ikusen no Symphony. The game appears only in this bundle.

The game is similar to the previous Fantasy Force game, but with 16-bit graphic. The other notable differences are a switch to vertical gameplay and the addition of a second character, Tabitha, allowing for 2 player co-op.

"pcsx2.net"

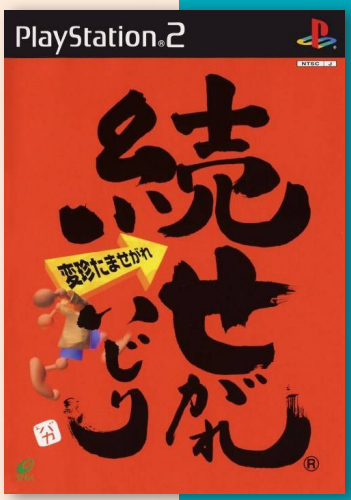
8.0

Zoku Segare Ijiri

J

Developer	Enix Corporation
Publisher	Enix Corporation
Release date	(jp) June 27, 2002
Genre	Puzzle, Miscellaneous
Mode	1 Player

Zoku Segare Ijiri is the sequel to the PlayStation game, Segare Ijiri. The concept of the game is to create characters out of various heads and bodies, and then involve them in mini-games and various types of movies - with animation styles from pencil-and-paper flip-book pieces to live action/computer graphics hybrids. The mini-games incluces a shmup, a soccer game, among others.



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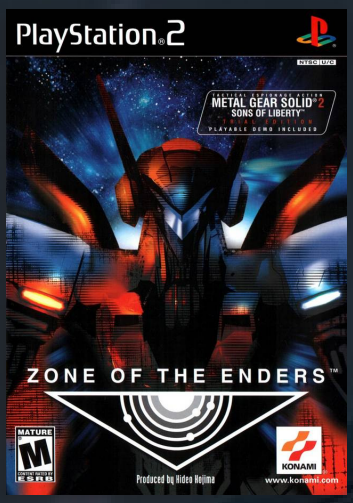
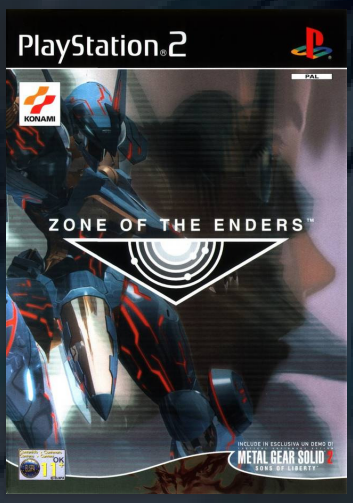
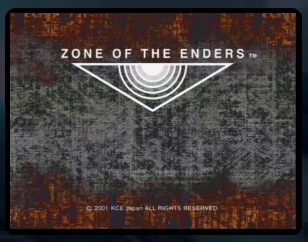




JNP

Zone of the Enders



Developer	KCEJ
Publisher	Konami
Release date	(jp) March 1, 2001
Genre	Third-person shooter, hack and slash
Mode	1-2 Players

Zone of the Enders, officially abbreviated as Z.O.E., is a third-person shooter hack-and-slash based around mecha combat in outer space.

The story is set in the space around Jupiter and follows a young colonist named Leo Stenbuck, one of the few survivors from his colony after it was attacked by the military force BAHRAM. The player controls the Orbital Frame known as Jehuty. Surviving using a mecha, Leo is on a mission to return Jehuty to the Space Force and uses the Frame to protect civilians.

The player takes follows Leo Steanbuck, a child who becomes the pilot of the advanced mecha, or Frame, known as Jehuty. Jehuty is capable of three-dimensional movement, flying, and hovering. Leo uses Jehuty to travers across different areas of a space colony orbiting Jupiter while attacking rogue Orbital Frames using its advanced weaponry. In some stages of the story, there is also the objective of minimizing damage to nearby buildings and civilians, encouraging more strategic combat. Players are given ranked depending on how many buildings and civilians were destroyed or spared. This grading affects the ending sequence outcome. Additionally, the player is given options to first take different areas where to fight in order to avoid linearity. In order to restore Jehuty's health, an item known as Metatron Ore can be found and used in every area.

In battle, Jehuty locks-on to a single enemy Frame and is able to perform advanced maneuvers such as grabbing and throwing enemies, deploying an energy shield, and using booster jets to move quickly and dodge enemy attacks. It is equipped with an energy sword, an energy projectile, and various subweapons. As the player progresses, Jehuty's arsenal grows and its abilities expand by obtaining programs alongside their respective code. Every time Jehuty defeats an enemy it gains experience; after gaining a determined amount of experience, it levels up, improving most of its qualities.

Upon completion of the game, a Versus Mode is unlocked. The player can use it to compete with the AI bots or another player while controlling two Frames.

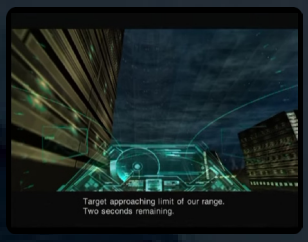
Zone of the Enders entered development for the PlayStation and PC, but in actuality Konami had no intentions of releasing them for those platforms. The game's focus is on anime-style robots with an emphasis on realism compared to common sci-fi works. Development staff were advised by professionals who had done scientific research for other anime series. Director and scenario writer Noriaki Okamura wanted to write a serious story featuring people with complicated lives; its main theme examines the purpose and nature of life, as reflected in Leo's hardships during the game. To support this message, multiple endings for the main narrative were avoided, although side quests could feature different endings. Despite this, two other endings can be unlocked depending on the player's performance when protecting civilians. In contrast to

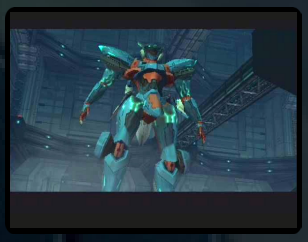
other 3D games, the team worked to give players the sensation that they are controlling a fast robot; this demanded a year of camera work to achieve.

Okamura designed Zone of the Enders to tell a story through gameplay sequences, rather than during cutscenes. As such, the staff focused on adding details such as the destroyed buildings to inform the player's objectives. Character designer Nobuyoshi Nishimura expressed difficulties in designing characters who would both fit the mechas and the 3D models. In order to take advantage of the 3D space, Nishimura sought to move the camera as often as possible. He tried not to "go overboard" during cutscenes to emphasize the appeal of the mechas during gameplay. During development of the game, producer Hideo Kojima assisted the team.

Yoji Shinkawa was in charge of designing the Orbital Frames, the games mechas. Initially, the Frames were to feature unique transformations, but he determined that flying and skating with Jehuty was enjoyable on its own. As a joke, Shinkawa placed the cockpit in the Frames' crotch region. The staff first had the idea of naming a Frame Anubis based on Egyptian mythology; this led to the name Jehuty for the main Frame, a reference to the Egyptian deity, Djehuti. LEVs were intended to appear during the gameplay as weak, easy opponents that would target Jehuty and the Raptors; however, they ultimately appeared only during cutscenes.

According to director Okamura, the music in the game is calm during normal situations, with new tracks added in combat situations to increase the complexity of the music while fighting.





The Japanese edition premium package contains an original video animation titled ZOE: 2167 IDOLO; produced by Sunrise, it is set five years before the events on the game. Okamura was satisfied with Sunrise's work, noting their experience in producing robot anime. During the animation's production, Shinkawa suggested a design for the titular Frame, IDOLO, to ensure style continuity between the animation and the video game. The English versions were originally sold packaged with a preview demo of the then-upcoming Metal Gear Solid 2: Sons of Liberty.

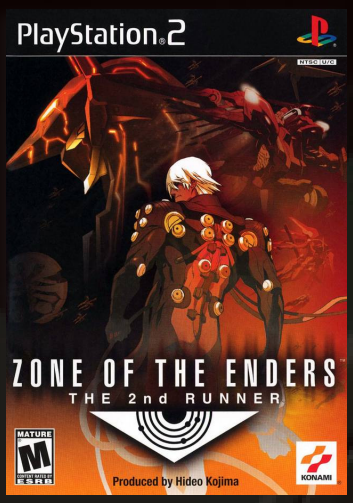
During 2001, it was the 81st bestselling game in Japan, with a total of 120,658 units sold. It was the sixth best selling game in North America during March 2001; sales were boosted by the inclusion of a demo for the highly-anticipated Metal Gear Solid 2.

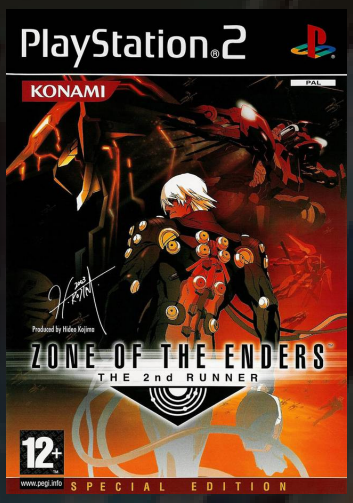
The critical reaction to Zone of the Enders was positive. While the combat and graphics were generally well received, its short length and poor localization were the areas most commonly receiving criticism.

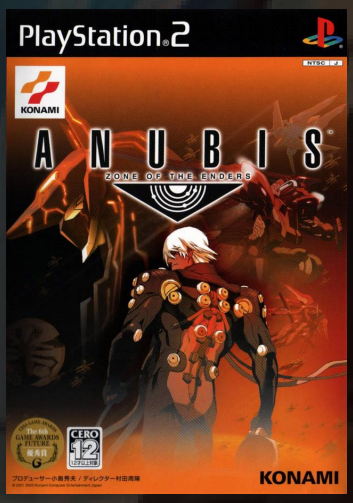
The story has also been disliked by some reviewers with David Smith, writing for IGN, finding the main characters inferior to the ones from other mecha series such as Mobile Suit Gundam whereas Snackdawg from GameZone disliked the story as he stated that despite its dark parts such as the deaths of Leo's friends, his father and his friend being shot, it instead made everyone *"simply seems whiny"*.

The game was re-released for PS3 and Xbox 360 alongside its direct sequel, Zone of the Enders: The 2nd Runner, in 2012 as part of the Zone of the Enders HD Collection.

8.2







Zone of the Enders: The 2nd Runner

Developer	KCEJ
Publisher	Konami
Release date	(jp) February 13, 2003
Genre	Third-person shooter, hack and slash
Mode	1-2 Players

Zone of the Enders: The 2nd Runner, known in Japan as Anubis: Zone of the Enders, is the sequel to Zone of the Enders and is based around mecha combat with the player once again controlling the "Orbital Frame" Jehuty. Unlike its predecessor, the game is now centered on action elements with the player not needing to protect civilians in need and instead Jehuty contains more weaponry than in the previous game.

The plot is set two years after the events from Zone of the Enders and focuses on Dingo Egret, a former member from Mars' military organization BAHRAM whose leader Ridley "Nohman" Hardiman wants back with him. Nohman shoots Dingo following his rejection but the agent Ken Marinaris saves Dingo by connecting his body to Jehuty and forces to work in order to defeat BAHRAM.

Throughout Zone of the Enders: The 2nd Runner, the player controls Jehuty, the Orbital Frame piloted by Dingo, from a normally behind-the-back third-person viewpoint that centers itself between the player and enemy when locked on. Jehuty now possesses the ability to attack several enemies at the same time and interact with the environment by grabbing objects and use them as weaponry. The gameplay is linear, eschewing the "world map" of Zone of the Enders in favor of consecutive stages in which the player must defeat large numbers of robotic enemies, as well as other Orbital Frames and combat vehicles. The player can fully repair Jehuty by collecting Metatron, and save their progress at the beginning of each stage. The player can level up by destroying enemies, and collects "sub-weapons" by defeating bosses. Depending on the player's storyline progress, the capabilities of Jehuty can change. After certain missions, the player's performance is ranked with a letter rating; the entire game is given a score as well.

The player can unlock "Extra Missions" during the course of the game, as well as replaying the game with any incarnation of Jehuty. The game also includes a single- and multiplayer versus mode.

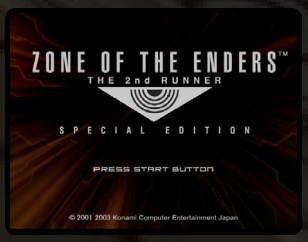
The game also includes an unlockable 3D remake of the original Gradius arcade video game called Zoradius. In Zoradius, the player uses the Vic Viper in fighter mode, flying through a tunnel and shooting down various non-humanoid enemies from the game to gather powerups to increase the Viper's firepower and shields. Roughly halfway through the stage, the player has to fight through an area full of ring-shooting Moai heads, also a staple of the Gradius series. The game ends in a Boss fight against the Train boss, also from the main game. The music and sound effects used in Zoradius are taken from the first Gradius arcade game, composed by Miki Higashino.

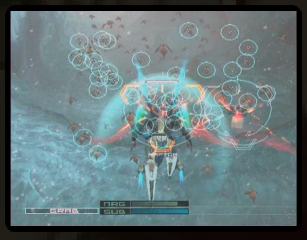
Although Zone of the Enders had an open ended ending, director Noriaki Okamura claimed there were no plans for a sequel to the original game. However, in May 2002 Konami announced Zone of the Enders: The 2nd Runner. The team behind The 2nd Runner had

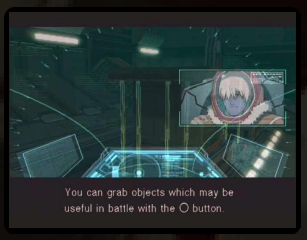
a different director, scriptwriter and game designer. This was done to create a *"whole new Z.O.E."* Shuyo Murata, who previously did the cinematics for Zone of the Enders, wrote an idea for the sequel which involved Jehuty surviving to an addiction to Metatron, the game's energy. Producer Hideo Kojima liked this idea so much that he appointed Murata as the sequel's director. However, no elements from Murata's plan were used in the game. Kojima stated that most of the game's credit is owed to Murata.

The Konami staff worked in the game's graphics to make it stand out within other games released for the PS2. Several staff members from the Metal Gear series worked in the special effects. In order to give it an *"anime feel,"* the team implemented a *"quasi-toon-shade"* to the explosions. The action was improved so that the player could fight several enemies at the same time unlike in the prequel where fights were one-on-one. In order to the deliver this action feature properly, the team spent a year working on a new 3D camera. In response to criticism, the team avoided backtracking and went through a more linear game design. The variety of enemies also were increased to avoid monotonous gameplay. The game offers several missions in which the player is assisted by non-playable characters in the form of LEVs. The new main character Dingo Egret was made a former soldier in order to contrast with the previous games protagonist Leo Stenbuck who was a reluctant hero. Kojima referred to theme of the game as "Awakening."

Most mecha were designed by Yoji Shinkawa, the character and mechanical designer for the Metal Gear series who had previously worked in the prequel. For the previous, Shinkawa had made rough sketches of a coffin-shape mech. As Murata liked the







designed, he requested Shinkawa to develop it as Ken's Frame. Leo's new mech, Vic Viper, was based on the space ship with the same name from the Gradius scrolling shooter games. Shinkawa had the idea of making Vic Viper being Leo's mech and that it would be able to transform which Murata was approved. Additionally, the character Lloyd and the Frame Inhert were designed by Kazuma Kaneko of Megami Tensei fame.

The game was released in Japan in both a regular edition and a limited edition. The Special Edition of Zone of the Enders: The 2nd Runner is the localized European and Oceanian release of the game. In addition to the base game as it was released in the US and Japan, it contains a number of improvements and additions:

A variety of weapons, enemies, and boss battles have been added to the game. It also featured a variety of additions and extras, including new VR Training options, added scenarios, more difficulties, a music video featuring a remixed "Beyond the Bounds" theme, improved anti-aliasing and graphical optimizations, and new Orbital Frames for Versus Mode, among other improvements to the game. This version was later released in Japan as Anubis Zone of Enders Special Edition alongside a CD soundtrack.

There is no regular European version of the game.

The game received generally favorable critical response due to the improvements it has in comparison to the previous game. Critics praised the game's graphics and gameplay elements but criticized its short length and presentation. Despite the positive critical reaction, the game suffered mediocre sales.

A remaster, The 2nd Runner M∀RS, was released for Windows and PS4, featuring enhanced graphics with 4K resolution and VR headset support.

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Zoids Struggle

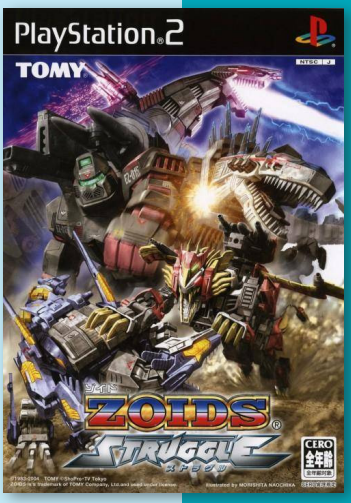
6.7

J

Developer	Eighting
Publisher	Tomy Corporation
Release date	(jp) November 18, 2004
Genre	Action, Fighting
Mode	1-2 Players

Zoids Struggle is based on the science fiction media franchise that feature mecha called “Zoids”. A Zoid is essentially a large mechanical animal, with designs being based on animals.

The game includes a story mode which loosely followed the television series. Zoids in this game were also customizable allowing the player to upgrade parts by earning points in other areas of the game.



Zoids Infinity Fuzors

7.6

Developer	Shoeisha
Publisher	Tomy Corporation
Release date	(jp) February 17, 2005
Genre	Action
Mode	1-2 Players

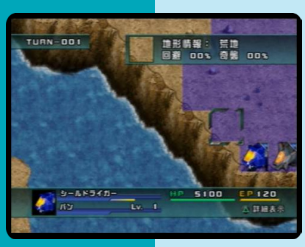
Zoids Infinity was released in Japan on the PS2 in 2005 as a port of the original arcade game. Players can choose a Zoid based on design, speed and mobility. The game allows players to take control of Zoids machines in battle while they collect parts by defeating Zoids.

The story mode follow a pilot named Lance in his quest to become the ultimate Zi-Fighter.

J

Zoids Tactics

7.5



J

Developer	Tomy Corporation
Publisher	Tomy Corporation
Release date	(jp) August 11, 2005
Genre	Turn-based strategy
Mode	1 Player

Zoids Tactics is a strategy RPG in which the player controls an army of Zoids and plays through the plot line.

While the game offers a large selection of Zoids it is not like the VS. and Saga game, in which Zoids are regularly bought. Tactics is more story oriented than the others. Each level has an objective, and a primary target that must be defeated.

“zoids.fandom.com”

Zero Pilot: Kosora no Kiseki

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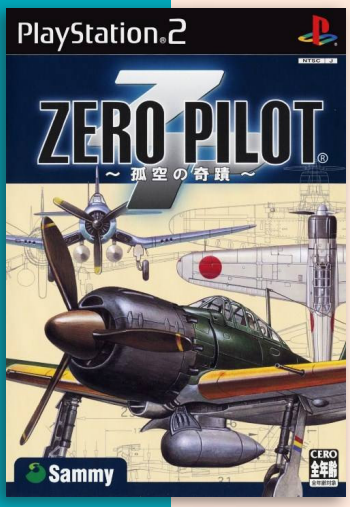


Developer	Opera House
Publisher	Sammy Studios
Release date	(jp) December 11, 2003
Genre	Action, Simulation
Mode	1-2 Players

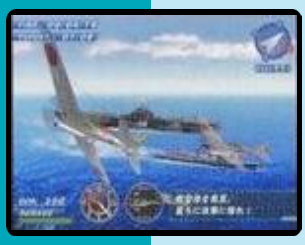
Zero Pilot: Kosora no Kiseki is a game in Japanese fighter plane flight simulator series where players take part in air battles with fighter planes. The game was developed by Opera House and published by Sammy Studios, which was released in Japan in 2003.

The game includes a mission mode, where players go through each mission, and a matching mode, where players take part in instant aerial dogfights.

J

Zero Pilot: Zero

5.7



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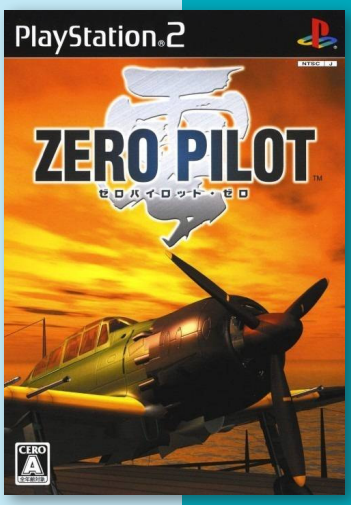
Developer	Opera House
Publisher	Sammy Studios
Release date	(jp) July 27, 2006
Genre	Action, Simulation
Mode	1-2 Players

Zero Pilot: Zero was the final PS2 release in the Zero Pilot series. It was developed by Opera House and published by Sammy Studios, which was released in Japan in 2006.

The game is an action flight game with Japanese fighter planes where players will have to destroy hundreds of enemy aircraft.

The game also includes a story mode and an additional mini-games mode.



Zero Shikikan Josentoki Ni

8.5

Developer	Marionette
Publisher	Taito
Release date	(jp) February 23, 2006
Genre	Action, Simulation
Mode	1-2 Players

Zero Shikikan Josentoki Ni is a flight-sim set in WWII. Missions takes place in the bombing of Pearl Harbor, the sinking of the Yamato battleship, among others, for a total of 35 runs.

The Limited Edition included a Taito exclusive Mitsubishi A6M5 Zero model which is made to 1/100 scale. Everything is mounted on a display base. According to the literature, the Zero hails from the 203rd Air Group.

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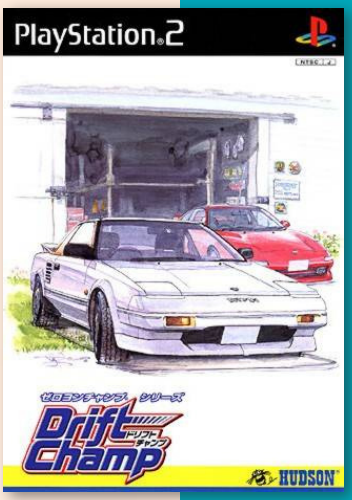
7.8

Zero 4 Champ Series: Drift Champ

Developer	Hudson
Publisher	Hudson
Release date	(jp) November 21, 2002
Genre	Racing
Mode	1-2 Players

Zero 4 Champ Series: Drift Champ is a hybrid racing RPG game and part of the Zero 4 racing game series. The game feature anime-heavy story modes, resembling the anime Initial D and other street-racing franchises.

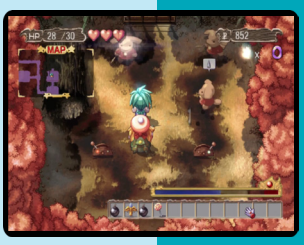
The game also features various sport-grade Japanese cars such as the Toyota MR2-GT, and the Honda NSX Type-S Zero.



Zwei!!

Developer	Nihon Falcom
Publisher	Taito
Release date	(jp) August 26, 2004
Genre	Role-playing
Mode	1 Player

6.2



Zwei: The Arges Adventure is an action role-playing game reminiscent of dungeon crawlers. The game's plot centers around Pokkle and Pipiro and their quest to track down six goddess statues stolen from their village.

Players control two characters, Pipiro and Pokkle, and can swap between them at any time. When controlling one character, the other is handled by the AI. Pipiro uses magical projectiles while Pokkle fights with a drill-like close-combat weapon. Elemental and combo attacks can be used to exploit enemy weakpoints and force them to drop better items.

The player accesses individual locations from the overworld. Most of them are labyrinthine dungeons with multiple levels populated by enemies. Experience points are obtained from food dropped by enemies or found in the game world. Food items can be combined in a restaurant to create more powerful ones with a higher experience count. The player can also acquire a pet animal (a cat or a dog), who follows the protagonists, helps them collect items, and unlocks specific combo attacks.

An English version of the game was released for Windows by Xseed Games in January 2018.

Taito Best

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